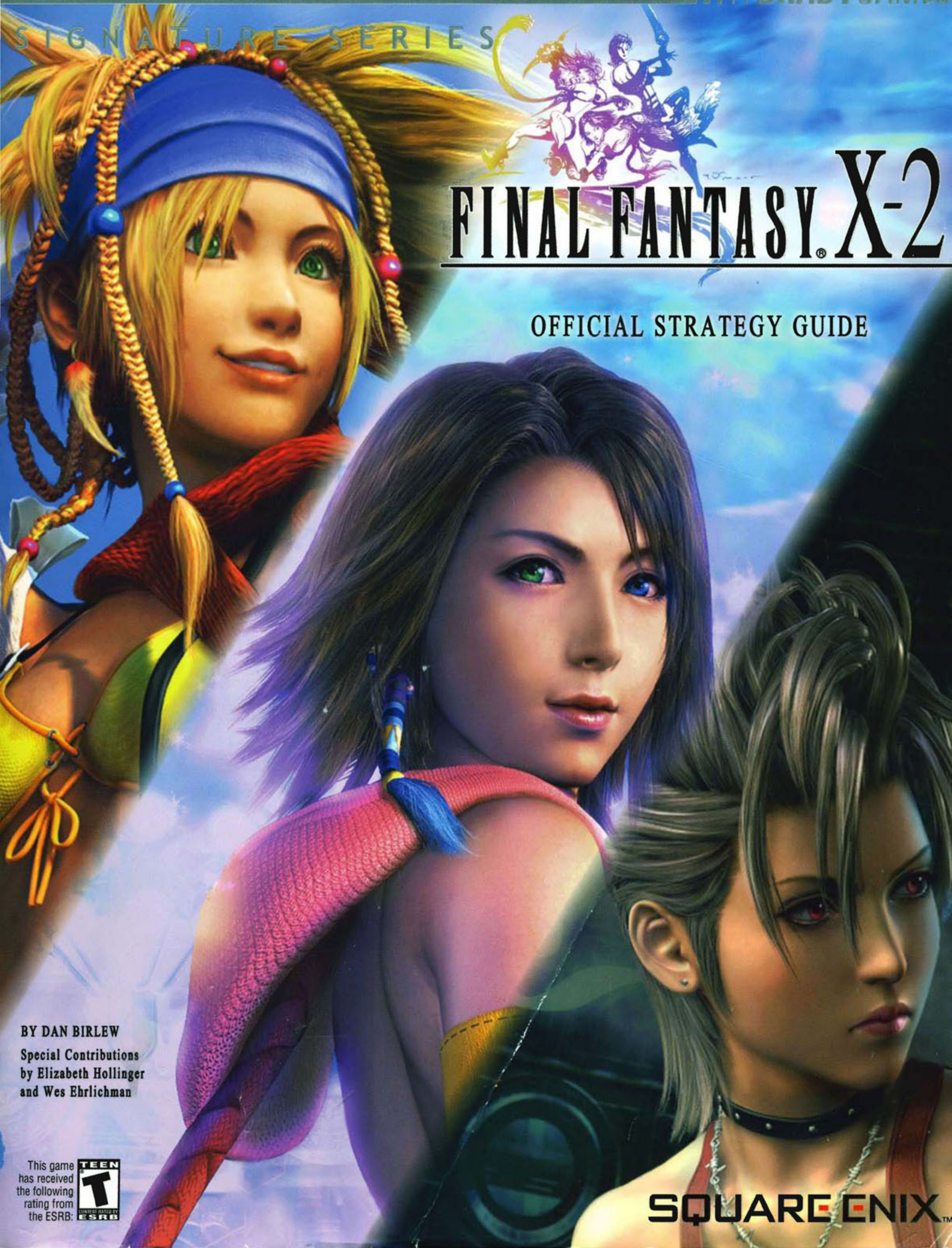
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SIGNATURE SERIES



FINAL FANTASY® X-2

OFFICIAL STRATEGY GUIDE

BY DAN BIRLEW

Special Contributions by Elizabeth Hollinger and Wes Ehrlichman

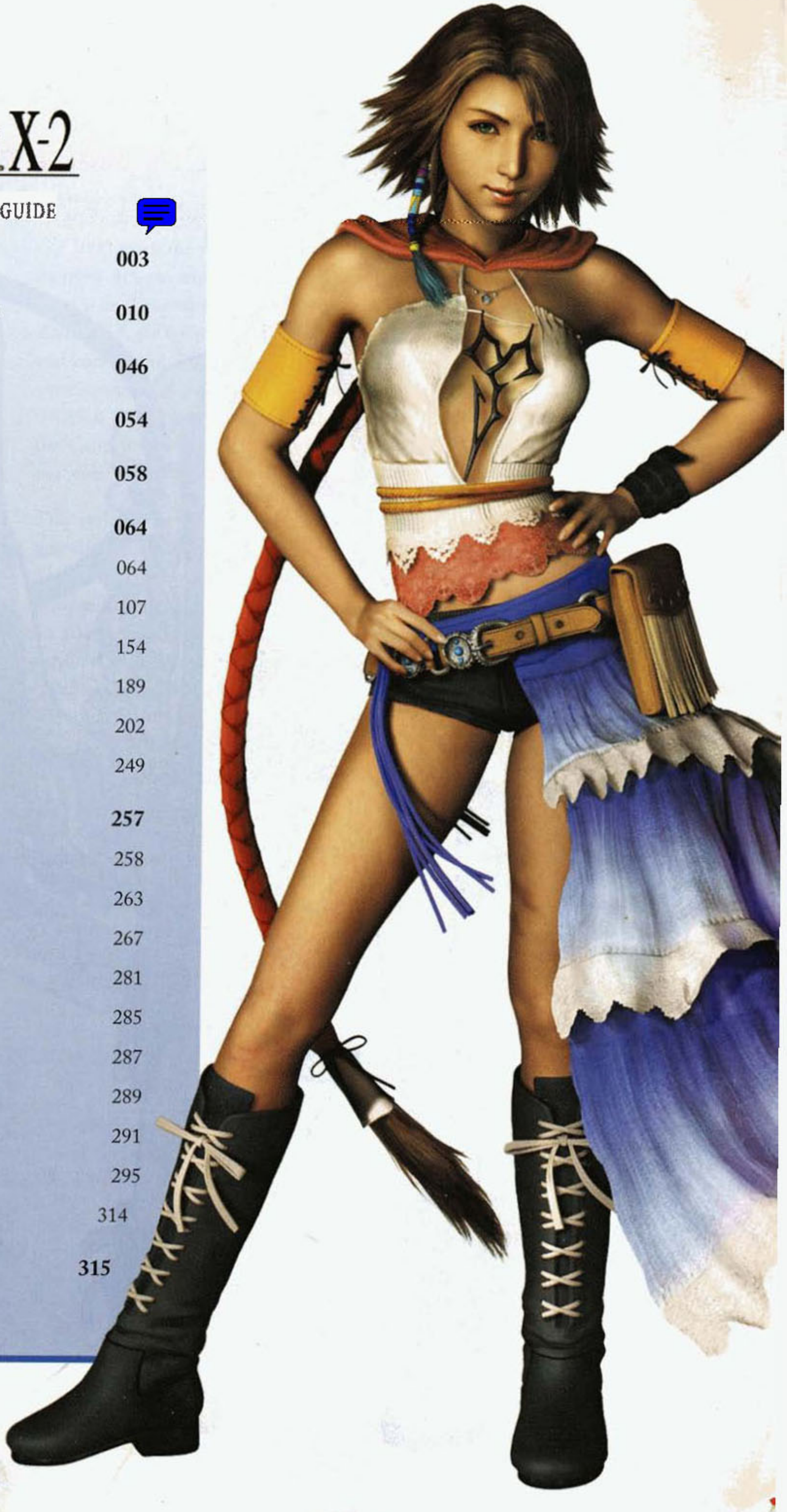
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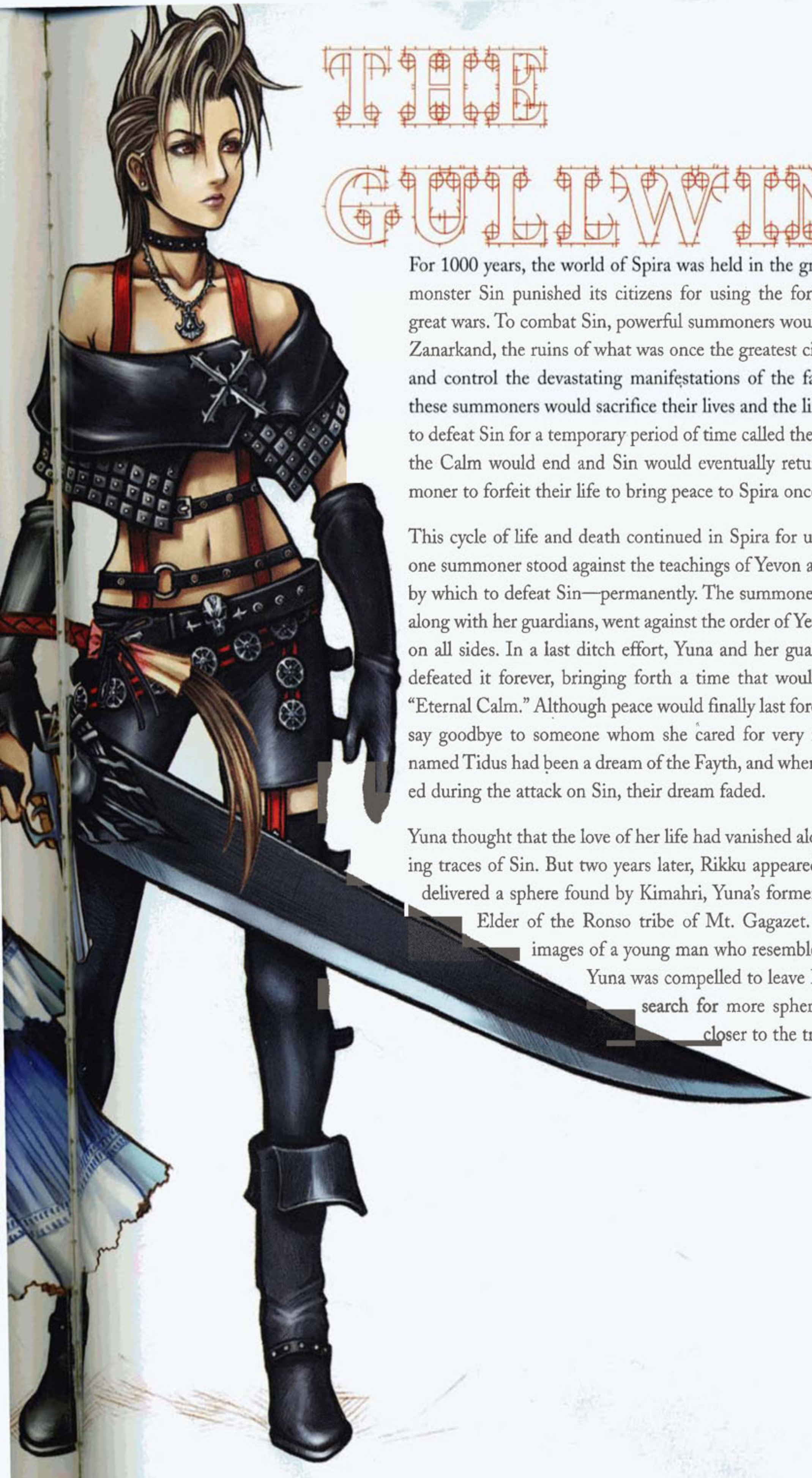


FINAL FANTASY X-2

OFFICIAL STRATEGY GUIDE







THE GULLWINGS

For 1000 years, the world of Spira was held in the grip of terror as the great monster Sin punished its citizens for using the forbidden machina in the great wars. To combat Sin, powerful summoners would make a pilgrimage to Zanarkand, the ruins of what was once the greatest city in Spira. Able to call and control the devastating manifestations of the fayth, aeons, into battle, these summoners would sacrifice their lives and the life of a chosen guardian, to defeat Sin for a temporary period of time called the "Calm." Unfortunately, the Calm would end and Sin would eventually return, forcing a new summoner to forfeit their life to bring peace to Spira once again.

This cycle of life and death continued in Spira for untold generations, until one summoner stood against the teachings of Yevon and sought a new means by which to defeat Sin—permanently. The summoner's name was Yuna, and along with her guardians, went against the order of Yevon and fought enemies on all sides. In a last ditch effort, Yuna and her guardians took on Sin and defeated it forever, bringing forth a time that would be referred to as the "Eternal Calm." Although peace would finally last forever, Yuna was forced to say goodbye to someone whom she cared for very much. The young man named Tidus had been a dream of the Fayth, and when the Fayth were defeated during the attack on Sin, their dream faded.

Yuna thought that the love of her life had vanished alongside the last remaining traces of Sin. But two years later, Rikku appeared in Besaid Village and delivered a sphere found by Kimahri, Yuna's former guardian and the new Elder of the Ronso tribe of Mt. Gagazet. This sphere contained images of a young man who resembled Tidus so closely that Yuna was compelled to leave Besaid and begin a new search for more spheres that might lead her closer to the truth. This is her story.


YUNA



The daughter of Lord Braska, Yuna is the high summoner who defeated Sin and brought about the Eternal Calm. She lived most of her life by a strict code of ethics directed by the teachings of Yevon. She always believed that she would one day sacrifice herself to defeat Sin, but through the love and faith of her guardian she realized that it was possible to deliver to the people of Spira, an even greater gift by defeating Sin forever. After this great victory, Yuna is now attempting to explore and enjoy the life she thought she would have to forsake. Along with her cousin Rikku and the Gullwings—a group of Al Bhed sphere hunters—she scours Spira in search of valuable spheres containing records of the long forgotten history before Sin. While her main desires are to explore the world, meet new people, and have fun, Yuna also seeks to answer the mysteries surrounding the recordings of the strange sphere.


RIKKU



Rikku is Yuna's cousin and an Al Bhed. The Al Bhed are a race of people in Spira who speak a different language, which can be deciphered by obtaining the Al Bhed Primers. Al Bhed enjoy tinkering with machines, or "machina," and they have started an excavation in Bikanel Desert to unearth ancient machina to study in hopes of improving their current use and one day make their own. The Gullwings' airship, the Celsius, is a unique piece of machina. Rikku and her brother, appropriately named "Brother," have turned the machina into a first-class flying machine. Rikku was one of Yuna's guardians in the fight against Sin and aided her in bringing about the Eternal Calm. Now that Yuna has left her village in search of fun and adventure, Rikku is dedicated to helping her cousin find excitement, even at the risk of getting into trouble!

PAINE



The mysterious female warrior called Paine, joined the Gullwings before Yuna came along. No one knows much about her, except that she is rather quiet and generally keeps to herself. Paine is extremely tough and loves a good fight, but she is also reasonable enough to smell trouble a mile away. Paine reveals little about her past, except that she has always wanted to fly on an airship and hunt for spheres containing records of Spira's past. No one knows if perhaps some of these spheres may contain records that are personal to her...



GARMENT GRIDS & DRESSPHERES



FINAL FANTASY X-2 features a new, unique system of character development and combat called the dressphere system. Dresspheres are small spheres that fit into a Garment Grid. When a character equips a Garment Grid, she can then equip any of the dresspheres placed on the grid. A character can also perform a "spherechange" during battle. Each dressphere enables the character to play a unique role in the party. While a character has a dressphere equipped, she will learn a special set of abilities tailored to the functions of the dressphere. Upon learning all the abilities of a dressphere, the character is said to have "Mastered" the dressphere.

EQUIPPING GARMENT GRIDS AND DRESSPHERES



For a character to use dresspheres, you must first equip a Garment Grid. To equip a Garment Grid, at least one node on the grid must be set with a dressphere. To prepare a Garment Grid for use, press the Triangle button to open the main menu. Open the "Garment Grids" sub-screen and select a grid from the list of acquired Garment Grids.



A list of available dresspheres appears on the left side of the screen. Select dresspheres and set them in the nodes on the Garment Grid. You can speed up this process by using the "Auto" option at the bottom of the list to automatically place a set of dresspheres on the grid. The "Rearrange" option enables you to switch the location of any spheres already placed on the grid. To remove a dressphere and leave an empty node, move the cursor to the dressphere and press the Triangle button. The "Remove All" option enables you to instantly clear a Garment Grid. This is a handy option if you want to reset the grid with all new dresspheres, or if you no longer want to use the Garment Grid and want it to be grayed out when equipping your characters.



When you change the dresspheres on a Garment Grid that is already in use by one or more characters, you must then equip the characters with a dressphere from the new configuration. If you equip a character with a different Garment Grid, you must also choose a dressphere before exiting the menu. Each character must always be equipped with a Garment Grid and a dressphere.

SPHERECHANGE

When battle begins, a character appears dressed according to the dressphere she is equipped with. During battle, you can use a character's combat turn to perform a "spherechange." Press the L1 button to access the character's Garment Grid. Use the cursor to select the dressphere you want to change into, then press the X button. After doing so, the character changes from the previous dressphere to the new one with a spectacular transformation sequence. If you don't want to view the transformation sequence, or if you prefer to view a shortened version, you can set such preferences in the "Config" sub-screen of the main menu. Regardless of this setting, the full transformation sequence will play whenever the player changes into a dressphere they haven't used before.



You can only change to a dressphere that is connected to the currently equipped dressphere by a single line on the Garment Grid.

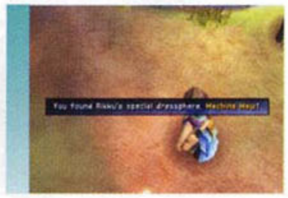
Spherechange is a strategic move to use in battle. For instance, once a Thief steals items and pilfers gil from an enemy, you may want to switch to a dressphere that will be more useful in defeating the enemy. Likewise, if a Black Mage runs out of MP and doesn't know the "MP Drain" ability, it's best to switch that character to a dressphere in which they can perform physical attacks that do not require MP.

GATES



When a character switches from one dressphere to another, a glowing, blue line is drawn between the two dresspheres on the Garment Grid. If this glowing line passes through a colored gate, the character gains an added ability or status bonus. Such effects can include the ability to cast a spell or a Strength increase. Note, however, that the effect only lasts until the end of the current battle. Check the description of each Garment Grid to determine what effect a gate on the grid will provide when you pass through it during a spherechange.

SPECIAL DRESSPHERES



By completing certain objectives or quests during the game, the party will find special dresspheres that can only be utilized by one of the three characters. Yuna's special dressphere is Floral Fallal, Rikku's is Machina Maw, and Paine's is Full Throttle. Special dresspheres are not equipped on Garment Grids. The character can always transform into a special dressphere no matter which Garment Grid is equipped.



For a character to spherechange into a special dressphere, you must change to every dressphere on the Garment Grid during a battle. After changing into every dressphere on a fully loaded Garment Grid all the dresspheres on the grid should be connected by blue lines. Press the L1 button to access the spherechange menu, then press the R1 button to access the character's special dressphere command and press X. A special dressphere change can only be made if the player changes into all the dresspheres on a Garment Grid. This means that a dressphere must be placed in every node on the grid. A Garment Grid with fewer nodes, such as Unerring Path, makes transforming to the special dressphere much easier during combat.



When a character transforms into her special dressphere, the other two characters leave the battlefield. Each special dressphere consists of three sections, each of which receives a combat turn to perform an action. In essence, it's still like a three-character party. Special dresspheres acquire AP just like normal dresspheres, and the character will learn new abilities and become more formidable in combat while wearing a special dressphere. However, unlike normal dresspheres, the special dresspheres require "key items" to be fully mastred.

LEARNING ABILITIES

Each time a character takes a valid action on the battlefield, that character earns Ability Points (AP) that accumulate toward learning a new ability. To determine which ability the character will learn next, open the main menu and select the Abilities command. Select a character, then press the X button. The character's status and a list of all available dresspheres are displayed on the Abilities sub-screen. The currently equipped dresspshere is highlighted by the cursor. Press the L1 or R1 buttons to cycle through the other characters in the party.



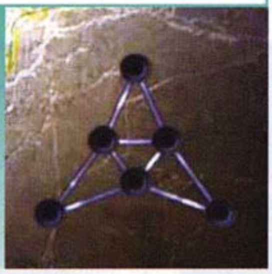
After choosing a dressphere, a list of all the abilities that the character has learned, or can learn, appears. The ability that will be learned next is highlighted in yellow. To select a different ability, move the cursor down the list and choose a new ability. Press the L1 or R1 buttons to cycle through the other dresspheres available to the character. As a character learns abilities, new ones may be added to this list. For more detailed information on learning new abilities, refer to the "Dresspheres" section in this chapter.



GARMENT GRIDS

FIRST STEPS

Nodes	6
Equip	No effect
Gates	None



VANGUARD

Nodes	5
Equip	Strength +5, Magic +5

- Strength +5
- Magic +5
- Strength +5
- Magic +5



BUM RUSH

Nodes	5
Equip	Strength +10, Magic +10

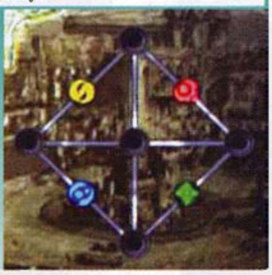
- Strength +10
- Magic +10
- Strength +10
- Magic +10



UNDYING STORM

Nodes	5
Equip	Strength +15, Magic +15

- Strength +15
- Magic +15
- Strength +15
- Magic +15



FLASH OF STEEL

Nodes	5
Equip	Strength +20, Magic +20

- Strength +20
- Magic +20
- Strength +20
- Magic +20



PROTECTION HALO

Nodes	5
Equip	Defense +5, Magic Defense +5

- Defense +5
- Magic Defense +5
- Defense +5
- Magic Defense +5



HOUR OF NEED

Nodes	5
Equip	Defense +10, Magic Defense +10

- Defense +10
- Magic Defense +10
- Defense +10
- Magic Defense +10



UNWAVERING GUARD

Nodes	5
Equip	Defense +15, Magic Defense +15

- Defense +15
- Magic Defense +15
- Defense +15
- Magic Defense +15



VALIANT LUSTRE

Nodes	5
Equip	Defense +20, Magic Defense +20

- Defense +20
- Magic Defense +20
- Defense +20
- Magic Defense +20



HIGHROAD WINDS

Nodes	4
Equip	First Strike

- (Green) Slowproof
- (Red) Stopproof
- (Yellow) Use Haste
- (Green, Red, Yellow, Blue) SOS Haste



MOUNTED ASSAULT

Nodes	4
Equip	First Strike

- (Green) Slowproof
- (Red) Stopproof
- (Yellow) Use Hastega
- (Green, Red, Yellow, Blue) Auto-Haste



HEART OF FLAME

Nodes	3
Equip	Fire Eater, Use Fire

- (Yellow) Firestrike
- (Green, Red) Use Fira
- (Green, Red, Yellow) Use Firaga



ICE QUEEN

Nodes	3
Equip	Ice Eater, Use Blizzard

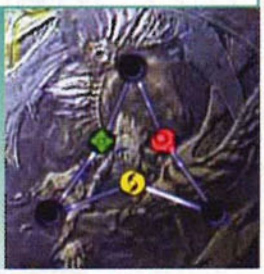
- (Yellow) Icestrike
- (Green, Red) Use Blizzara
- (Green, Red, Yellow) Use Blizzaga



THUNDER SPAWN

Nodes	3
Equip	Lightning Eater, use Thunder

- (Yellow) Lightning Strike
- (Green, Red) Use Thundara
- (Green, Red, Yellow) Use Thundaga



MENACE OF THE DEEP

Nodes	3
Equip	Water Eater, use Water

- (Yellow) Waterstrike
- (Green, Red) Use Watera
- (Green, Red, Yellow) Use Waterga



DOWNTRODDER

Nodes	3
Equip	Gravity Eater

- (Green) Gravitystrike
- (Red) Use Demi
- (Green, Red, Yellow) Double HP



SACRED BEAST

Nodes	4
Equip	Holy Eater

- (Green) Holystrike
- (Red, Green, Yellow, Blue) Use Holy



TETRA MASTER

Nodes	5
Equip	Tetrastrike

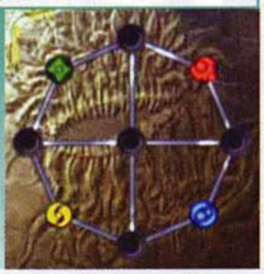
- (Green) Fire Eater
- (Red) Ice Eater
- (Yellow) Lightning Eater
- (Blue) Water Eater



RESTLESS SLEEP

Nodes	5
Equip	Use Sleep & Bio

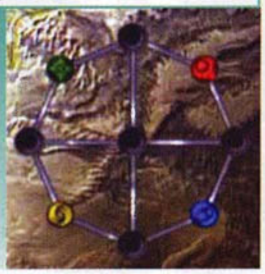
- (Green) Sleepproof
- (Green, Red) Sleeptouch
- (Yellow) Poisonproof
- (Yellow, Blue) Poisontouch



STILL OF NIGHT

Nodes	5
Equip	Use Silence & Blind

- (Green) Silenceproof
- (Green, Red) Silencetouch
- (Yellow) Darkproof
- (Yellow, Blue) Darktouch



MORTAL COIL

Nodes	5
Equip	Itchproof

- (Green) Curseproof
- (Red) Stoneproof
- (Yellow) Stonetouch
- (Blue) Use Break



RAGING GIANT

Nodes	5
Equip	Use Confuse

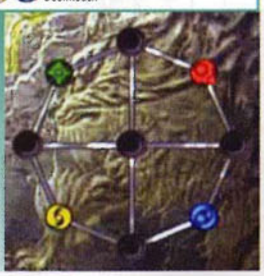
- (Green) Confuseproof
- (Green, Red) Confusetouch
- (Yellow) Berserkproof
- (Yellow, Blue) Berserktouch



BITTER FAREWELL

Nodes	5
Equip	Use Death & Doom

- (Green) Deathproof
- (Green, Red) Deathtouch
- (Yellow) Doomproof
- (Yellow, Blue) Doomtouch



SELENE GUARD

Nodes	4
Equip	SOS Shell, Use Shell

- (Red) Auto-Shell



HELIOS GUARD

Nodes	4
Equip	SOS Protect, Use Protect

- (Red) Auto-Protect



SHINING MIRROR

Nodes	4
Equip	Piercing Magic, Use Reflect

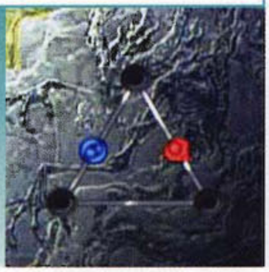
- Auto-Reflect



COVETOUS

Nodes	3
Equip	No effect

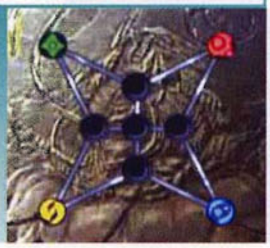
- Use Drain
- Use Osmose



DISASTER IN BLOOM

Nodes	5
Equip	No effect

- Sleeptouch
- Silencetouch
- Darktouch
- Poisontouch
- Stonetouch



SCOURGEBANE

Nodes	5
Equip	No effect

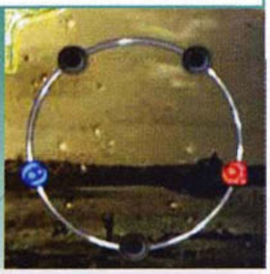
- Sleepproof, Poisonproof
- Silenceproof, Darkproof
- Confuseproof, Berserkproof
- Curseproof, Itchproof



HEALING WIND

Nodes	3
Equip	Use Cure

- Use Cura
- Use Curaga



HEART REBORN

Nodes	3
Equip	Use Life & Cure

- Use Cura
- Use Curaga



HEALING LIGHT

Nodes	4
Equip	Use Cure

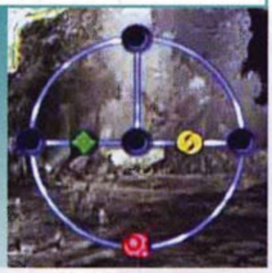
- Use Cura
- Use Life
- Use Curaga
- Use Full-Cure



IMMORTAL SOUL

Nodes	4
Equip	Use Life & Cure

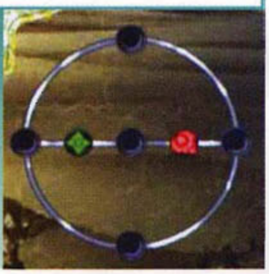
- Use Cura
- Use Curaga
- Use Full-Life



WISHBRINGER

Nodes	5
Equip	HP Stroll, use Regen

- Use Curaga
- Auto-Regen



STRENGTH OF ONE

Nodes	4
Equip	Strength +10

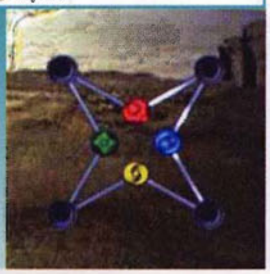
- Strength +15
- Strength +15
- Strength +15
- Strength +15



SEETHING CAULDRON

Nodes	4
Equip	Magic +10

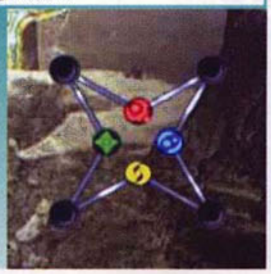
- Magic +15
- Magic +15
- Magic +15
- Magic +15



STONEHEWN

Nodes	4
Equip	Defense +10

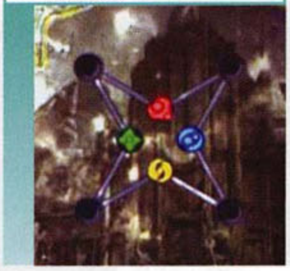
- Defense +15
- Defense +15
- Defense +15
- Defense +15



ENIGMA PLATE

Nodes	4
Equip	Magic Defense+10

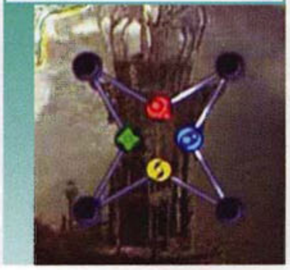
- Magic Defense+15
- Magic Defense+15
- Magic Defense+15
- Magic Defense+15



HOWLING WIND

Nodes	4
Equip	Agility +5

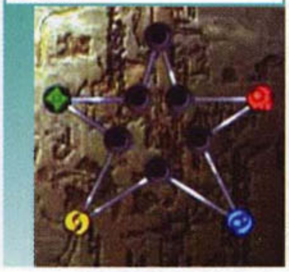
- Agility +5
- Agility +5
- Agility +5
- Agility +5



RAY OF HOPE

Nodes	6
Equip	Luck +30

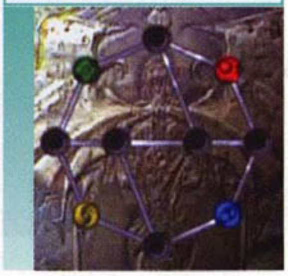
- Luck +30
- Luck +30
- Luck +30
- Luck +30



PRIDE OF THE SWORD

Nodes	6
Equip	Use Swordplay abilities

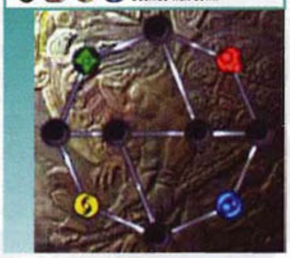
- Strength +15
- Strength +15
- Strength +15
- Strength +15
- Swordplay wait down



SAMURAI'S HONOR

Nodes	6
Equip	Use Bushido abilities

- Strength +15
- Strength +15
- Strength +15
- Strength +15
- Bushido wait down



BLOOD OF THE BEAST

Nodes	6
Equip	Use Instinct abilities

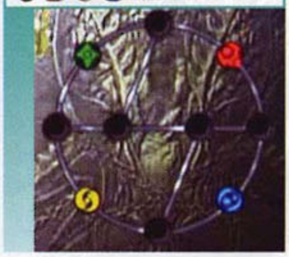
- Strength +15
- Strength +15
- Strength +15
- Strength +15
- Instinct wait down



CHAOS MAELSTROM

Nodes	6
Equip	Use Arcana abilities

- Magic +15
- Magic +15
- Magic +15
- Magic +15
- Arcana wait down



WHITE SIGNET

Nodes	6
Equip	Use White Magic abilities

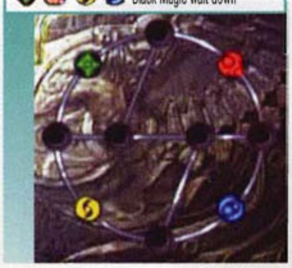
- Magic +15
- Magic +15
- Magic +15
- Magic +15
- White Magic wait down



BLACK TABARD

Nodes	6
Equip	Use Black Magic abilities

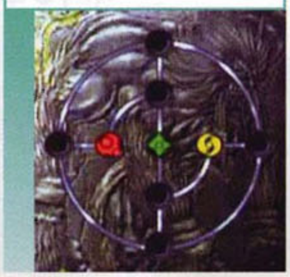
- Magic +15
- Magic +15
- Magic +15
- Magic +15
- Black Magic wait down



MERCURIAL STRIKE

Nodes	6
Equip	No effect

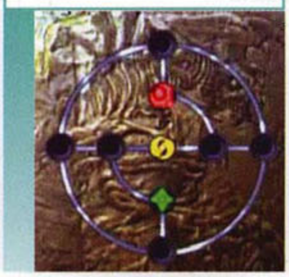
- Swordplay wait down
- Bushido wait down
- Instinct wait down



TRICKS OF THE TRADE

Nodes	6
Equip	No effect

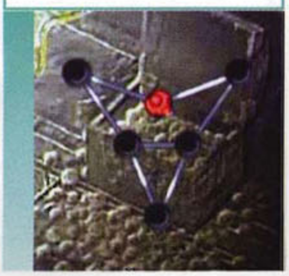
- Black Magic wait down
- White Magic wait down
- Arcana wait down



HORN OF PLENTY

Nodes	5
Equip	Use Nab Gil

- Gillionaire



TREASURE HUNT

Nodes	5
Equip	Use Mug

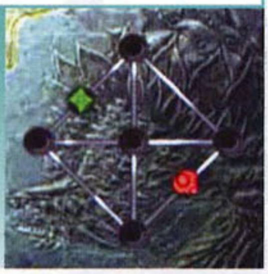
- Double Items



TEMPERED WILL

Nodes	5
Equip	No effect

- Double HP
- Double MP



COVENANT OF GROWTH

Nodes	5
Equip	No effect

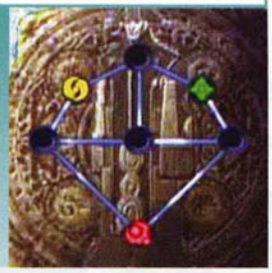
- Double AP
- Double EXP



SALVATION PROMISED

Nodes	4
Equip	Use White Magic abilities

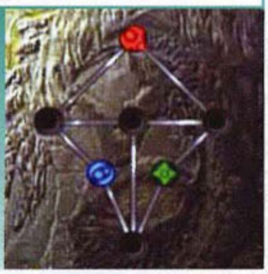
- Use Auto-Life



CONFLAGRATION

Nodes	4
Equip	Use Black Magic abilities

- Use Flare



SUPREME LIGHT

Nodes	5
Equip	Use White Magic abilities

- Use Auto-Life
- Use Holy



MEGIDDO

Nodes	5
Equip	Use Black Magic abilities

- Use Flare
- Use Ultima



UNERRING PATH

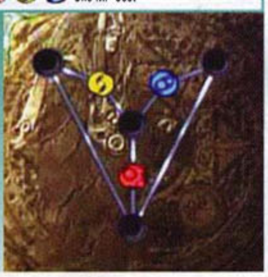
Nodes	2
Equip	No effect
Gates	None



FONT OF POWER

Nodes	4
Equip	Half MP Cost

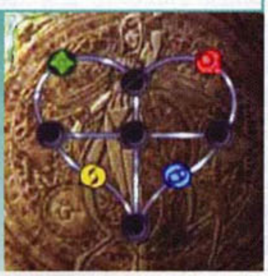
- Magic +15
- Magic +15
- Magic +15
- One MP Cost



HIGHER POWER

Nodes	5
Equip	Break HP Limit

- Break Damage Limit



THE END

Nodes	5
Equip	Break HP Limit

- Break Damage Limit
- Use Finale



GUNNER

MAIN COMMANDS
Attack
Trigger Happy
Gunplay
Item



The Gunner uses firearms to attack enemies. Range isn't a problem and a Gunner's attacks are very effective against flying or airborne enemies. The "Trigger Happy" attack enables you to assail a single foe with a barrage of lower-powered chain attacks (quickly tap the R1 button) during the time allotted. You can even extend the time for "Trigger Happy" by leveling up the ability. At first, a Gunner's attacks won't deal much damage. But as a character gains levels, the Gunner dressphere becomes a powerful tool for quickly disposing of enemies. "Gunplay" abilities feature special shots that require MP to execute. However, unlike most skills and spells, "Gunplay" abilities are immediately performed by the Gunner, similar to physical attacks.

In combat, the Gunner's main job is to attack and destroy enemies. At the start of the game, the Gunner is quite effective at this job. Equip a Gunner with accessories and Garment Grids to boost Strength and Accuracy to inflict more damage. As the character donning the Gunner dressphere gains experience levels and grows in strength, her attacks become more devastating with a higher frequency of critical hits.

GUNNER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Trigger Happy	0	0	Press R1 repeatedly during allotted time for multiple hits.	None
Potshot	20	8	Damage one enemy.	None
Cheap Shot	30	8	Damage one enemy regardless of its Defense.	Potshot
Enchanted Ammo	30	8	Inflict magical damage on one enemy.	None
Target MP	30	8	Inflict damage on one enemy's MP.	Enchanted Ammo
Quarter Pounder	40	8	Reduce one enemy's HP by one-fourth.	Target MP
On the Level	40	12	Damage one enemy according to the user's EXP level.	Target MP
Burst Shot	60	12	Critically damage one enemy.	None
Tableturner	60	8	Deal greater damage to enemies with high defense.	Potshot
Scattershot	80	8	Damage all enemies.	Burst Shot
Scatterburst	120	36	Critically damage all enemies	Scattershot
Darkproof	30	0	Guards against **Darkness**.	None
Sleepproof	30	0	Guards against **Sleep**.	Darkproof
Trigger Happy Lv.2	80	0	Extends the time allotted for **Trigger Happy**.	None
Trigger Happy Lv.3	150	0	Extends the time allotted for **Trigger Happy**.	Trigger Happy Lv.2

THIEF

MAIN COMMANDS
Attack
Steal
Flimflam
Flee
Item



While most enemies will drop items and small amounts of gil after each battle, a Thief can steal additional items, gil, HP, and MP from enemies during combat. While a Thief is neither strong nor sturdy like some of the typical "attacker" types, the Thief's high Agility and Evasion makes it easier to sidestep many physical attacks. By stealing items and using the "Pilfer Gil" ability during every battle, a Thief helps the party to amass an overwhelming supply of medicines, bombs, consumables and accessories, as well as plenty of gil. Stealing is one of the best methods to gain powerful equipment early in the game. The "First Strike" ability of a Thief enables her to get the first turn in combat.

During combat, spend the first few turns stealing items and gil from each enemy on the battlefield. If enemies are reluctant to give up items and your Thief continuously comes up empty-handed, use the "Sticky Fingers" ability to pry the items loose. In particular, bosses usually hold powerful accessories that can only be gained by stealing, so keep a Thief in the party at all times. Help out your fellow party members by halting enemy advancement with "Borrowed Time," or enable the entire party to run simultaneously with the "Flee" ability in case of an emergency.

THIEF ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Steal	0	0	Steal items from one enemy.	None
Pilfer Gil	30	2	Steal gil from one enemy.	None
Borrowed Time	100	16	Inflict Stop on one enemy.	None
Pilfer HP	60	10	Steal HP from one enemy.	Pilfer Gil
Pilfer MP	60	0	Steal MP from one enemy.	Pilfer HP
Sticky Fingers	120	20	Always steal items from one enemy.	Pilfer HP
Master Thief	140	20	Steal rare items from one enemy.	Sticky Fingers
Soul Swipe	160	12	Inflict Berserk on one enemy.	Pilfer HP
Steal Will	160	18	Cause one enemy to flee from battle.	Soul Swipe
Flee	10	0	Aid the party's escape from battle.	None
Item Hunter	60	0	Improves the odds of enemies dropping items.	None
First Strike	40	0	Act at the beginning of battle.	None
Initiative	60	0	Raises the party's chance of a preemptive strike.	First Strike
Slowproof	20	0	Guards against Slow.	Item Hunter
Stopproof	40	0	Guards against Stop.	Slowproof

GUN MAGE

MAIN COMMANDS
Attack
Blue Bullet
Fiend Hunter
Scan
Item



The Gun Mage serves a variety of purposes on the battlefield, which adds up to one deadly combination. A Gun Mage can expose the weaknesses and current status ailments or benefits of a single enemy or ally with the "Scan" ability. Gun Mages learn a variety of "Fiend Hunter" skills that enable them to deal greater damage to certain types of enemies more easily. When dealing with Machina, Mechs, Helms, and Drakes in the early stages of the game, a Gun Mage who has learned the applicable skills will make quick work of these fights. Gun Mages also have the unique ability to learn the special attacks of enemies and use them in battle. When an enemy uses a special ability to attack a Gun Mage during combat, there is a chance that an active Gun Mage will learn the enemy's skill right on the spot. The only problem is whether or not the Gun Mage will survive the attack afterward!

In battle, use "Scan" on unknown enemies to reveal elemental or status weaknesses. For the rest of the battle, attack or perform "Fiend Hunter" abilities, if the types of fiends that the Gun Mage can affect are present. Always bring a Gun Mage if you want to learn new "Blue Bullet" abilities.

GUN MAGE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Blue Bullet	0	0	Attack with bullets containing fiend skills.	None
Scan	20	0	View detailed information about one enemy.	None
Shell Cracker	20	3	Deal quadruple damage to Helms.	None
Anti-Aircraft	20	3	Deal quadruple damage to Birds and Wasps.	None
Silver Bullet	20	3	Deal quadruple damage to Lupines.	None
Flan Eater	20	3	Deal quadruple damage to Flans.	None
Elementillery	20	3	Deal quadruple damage to Elementals.	Flan Eater
Killasaurus	20	3	Deal quadruple damage to Reptiles.	None
Drake Slayer	20	3	Deal quadruple damage to Drakes.	Killasaurus
Dismantler	20	3	Deal quadruple damage to Machina.	None
Mech Destroyer	20	3	Deal quadruple damage to Mechs.	Dismantler
Demon Muzzle	20	3	Deal quadruple damage to Imps and Evil Eyes.	Anti-Aircraft
Fiend Hunter Lv.2	30	0	Cuts the time required for Fiend Hunter by 40%.	None
Scan Lv.2	20	0	Allows user to rotate targets when casting Scan.	None
Scan Lv.3	100	0	Allows user to target party members with Scan.	Scan Lv.2

BLUE BULLET ABILITIES

ABILITY	MP	DESCRIPTION	LEARNED FROM
Fire Breath	28	Deal fire damage to all enemies.	Balivarha
Seed Cannon	28	Damage one enemy.	Leucophylla, Cephalotus
Stone Breath	32	Petrify all enemies.	Tomb, Monolith, Dolmen, Epitaph
Absorb	3	Absorb HP and MP from one enemy.	Protochimera, Haizhe, Baralai (CH. 2), Flan Azabache, Jahi, Cindy, Vegnagun
White Wind	16	Restore some HP to the party and cure status ailments.	Bully Cap, Coeurl, Queen Coeurl, Mycotoxin, Ms. Goon
Bad Breath	64	Inflict status ailments on all enemies.	Malboro, Great Malboro
Mighty Guard	32	Cast **Shell** and **Protect** on the party.	Haizhe, Garik Ronso
Supernova	70	Damage all enemies.	Ultima Weapon, Paragon
Cry in the Night	80	Damage all enemies.	Mega Tonberry
Drill Shot	32	Damage one enemy.	Baralai (CH. 5)
Mortar	99	Damage all enemies.	Gippal
Annihilator	48	Damage all enemies.	Experiment
Heaven's Cataract	22	Damage all enemies and lower Defense and Magic Defense.	Kukulcan, Gucumatz, Chac
1000 Needles	24	Damage one enemy.	Cactuar
Storm Cannon	38	Damage all enemies.	Ironside
Blaster	30	Damage one enemy.	Coeurl, Queen Coeurl

**Note that some abilities can only be learned when the monster is or isn't oversouled.*

WARRIOR

MAIN COMMANDS
Attack
Swordplay
Assault
Sentinel
Item



The Warrior, Paine's initial dressphere, is the first of many strong "attacker" dresspheres in the game. The main function of a Warrior is to hit enemies hard and bring down large amounts of enemy HP with each strike. A Warrior benefits from a lot of HP, but lacks a respectable amount of MP. A Warrior's "Swordplay" skills are all low MP-cost abilities that fuse magic with metal in a powerful attack designed to exploit enemy weaknesses. A Warrior can also make many enemies easier to defeat by lowering their attacking power, defense, and spell casting abilities. Additionally, a Warrior can also delay the action of an enemy with "Delay Attack" and "Delay Buster."

During battles, if an enemy is taking less than the normal amount of damage from a Warrior's attack, use "Swordplay" abilities to exploit elemental weaknesses or inflict status ailments on it. Without restorative abilities, a Warrior must depend on others to regain lost HP.



WARRIOR ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sentinel	20	0	Take less physical damage until next turn.	None
Flametongue	20	4	Deal fire damage to one enemy.	None
Ice Brand	20	4	Deal ice damage to one enemy.	None
Thunder Blade	20	4	Deal lightning damage to one enemy.	None
Liquid Steel	20	4	Deal water damage to one enemy.	None
Demi Sword	60	6	Deal gravity damage to one enemy.	Flametongue, Ice Brand, Thunder Blade, Liquid Steel
Excalibur	120	24	Deal holy damage to one enemy.	Demi Sword
Power Break	30	4	Damage one enemy and lower its Strength.	None
Armor Break	30	4	Damage one enemy and lower its Defense.	None
Magic Break	30	4	Damage one enemy and lower its Magic.	None
Mental Break	30	4	Damage one enemy and lower its Magic Defense.	Magic Break
Delay Attack	100	10	Damage one enemy and delay its action.	Armor Break
Delay Buster	120	16	Damage one enemy and greatly delay its action.	Delay Attack
Assault	100	0	Cast Berserk, Haste, Shell, and Protect on the party.	Sentinel
SOS Protect	20	0	Casts Protect when HP is low.	Sentinel

ALCHEMIST

MAIN COMMANDS
Attack
Mix
Stash
Item



An Alchemist has the ability to help the party make the most of their items. The "Mix" ability enables an Alchemist to combine any two items for greater effect. For example, a Potion and a Hi-Potion can be combined to achieve the effect of a Mega-Potion, which restores 2000 HP to each party member simultaneously. It's easy to see that the "Mix" ability makes it possible to use items you don't have by combining two lesser items. An Alchemist can also learn to create extra items and use them during a battle. Since an Alchemist can also attack, equip your party's main "healer" with this dressphere in the latter half of the game.

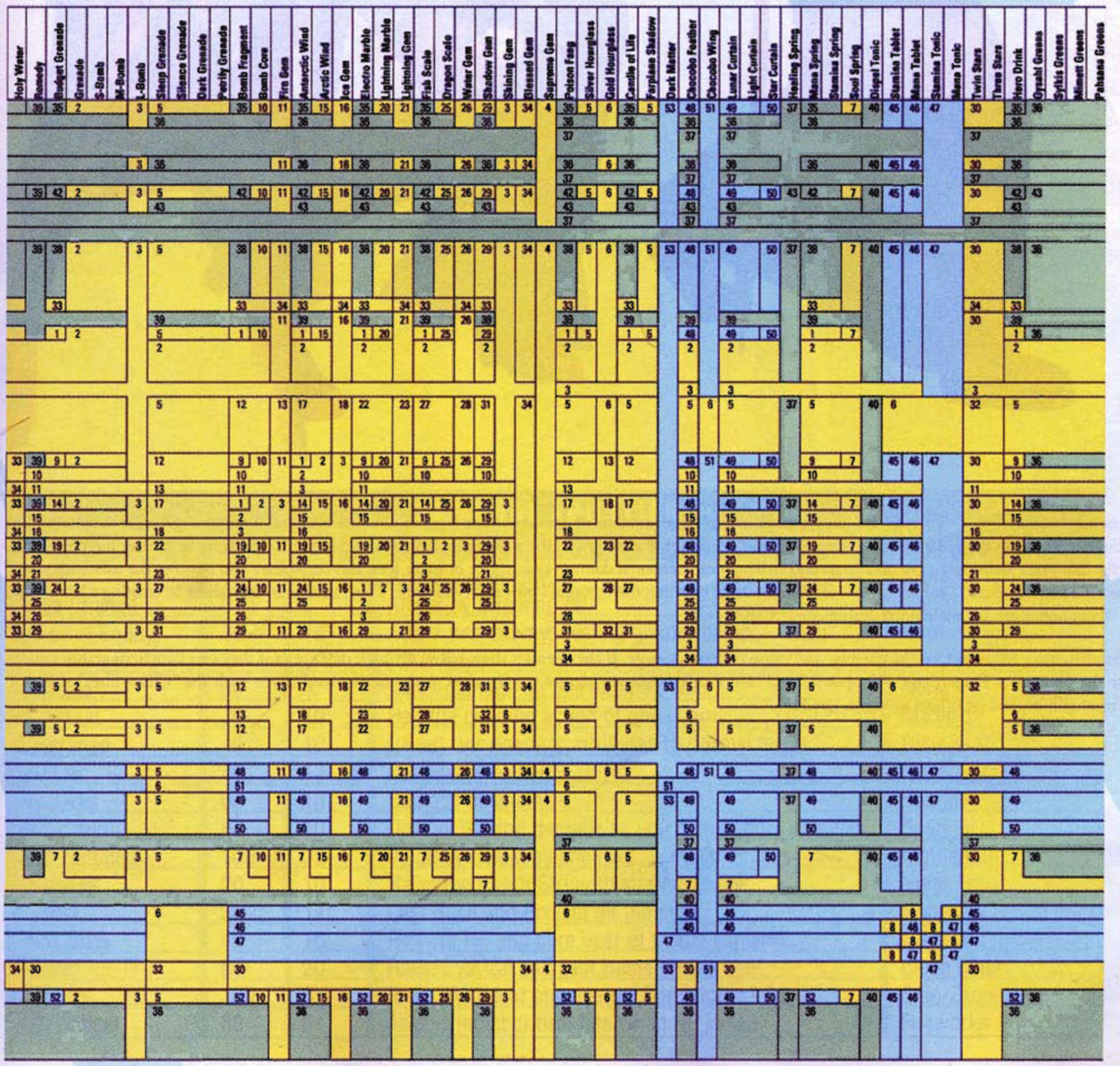
In any battle, have an Alchemist attack until a need for mixing or healing arises. If all the enemies can be affected by some status ailment, then mix up the appropriate bomb and launch it at them. If your party gets into trouble, have an Alchemist mix up restorative items or create new items by using her "Stash" skills.

ATTACK TYPE	
1	Pineapple
2	Potato Masher
3	Cluster Bomb
4	Sunburst
5	Blaster Mine
6	Hazardous Shell
7	Soul Spring
8	Soul Sea
9	Heat Blaster
10	Firestorm
11	Burning Soul
12	Brimstone
13	Abaddon Flame
14	Snow Flurry
15	Icefall
16	Winter Storm
17	Black Ice
18	Krysta
19	Thunderbolt
20	Rolling Thunder
21	Lightning Bolt
22	Electroshock
23	Thunderblast
24	Waterfall
25	Flash Flood
26	Tidal Wave
27	Aqua Toxin
28	Dark Rain
29	Nega Burst
30	Black Hole
31	Tallboy
32	Grand Slam
33	Archangel
34	White Hole
RECOVERY TYPE	
35	Hi-Potion
36	Mega-Potion
37	Ultra Potion
38	Remedy
39	Panacea
40	Ultra Cure
41	Final Elixir
42	Mega Phoenix
43	Final Phoenix
44	Fantasy Phoenix
SUPPORT TYPE	
45	Mega Vitality
46	Mega Mana
47	Mega Cocktail
48	Chocobo Wing
49	Wall
50	Hi-Wall
51	Final Wall
52	Hero Drink
53	Miracle Drink

First Item \ Second Item	Potion	Hi-Potion	X-Potion	Mega-Potion	Ether	Turbo Ether	Phoenix Down	Mega Phoenix	Elixir	Megalixir	Antidote	Soft	Eye Drops	Echo Screen
Potion	35	36	37		36	37	42	43	37	41	35			
Hi-Potion							43				36			
X-Potion	37										37			
Mega-Potion														
Ether	36				36						36			
Turbo Ether	37										37			
Phoenix Down	42	43					42			44	42			
Mega Phoenix	43										43			
Elixir	37								37	41	37			
Megalixir	41						44		41					
Antidote	38	36	37		36	37	38	43	37		38			
Soft														
Eye Drops														
Echo Screen														
Holy Water	33						33				33			
Remedy	39				39		39				39			
Budget Grenade	1	36			36		1	43			1			
Grenade	2				2		2				2			
S-Bomb														
M-Bomb														
L-Bomb	3										3			
Sleep Grenade	5		37		5	37	5		37		5			
Silence Grenade														
Dark Grenade														
Petrify Grenade														
Bomb Fragment	9	36			36		9	43			9			
Bomb Core	10				10		10				10			
Fire Gem	11										11			
Antarctic Wind	14	36	37		36	37	14	43	37		14			
Arctic Wind	15				15		15				15			
Ice Gem	16										16			
Electro Marble	19	36	37		36	37	19	43	37		19			
Lightning Marble	20				20		20				20			
Lightning Gem	21										21			
Fish Scale	24	36	37		36	37	24	43	37		24			
Dragon Scale	25				25		25				25			
Water Gem	26										26			
Shadow Gem	29		37		29	37	29		37		29			
Shining Gem	3										3			
Blessed Gem	34										34			
Supreme Gem	4													
Poison Fang	5	36	37		36	37	5	43	37	41	5			
Silver Hourglass					5									
Gold Hourglass	6										6			
Candle of Life	5	36	37		36	37	5	43	37		5			
Farplane Shadow					5									
Dark Matter	53													
Chocobo Feather	48		37		48	37	48		37	41	48			
Chocobo Wing	51													
Lunar Curtain	49		37		49	37	49		37	41	49			
Light Curtain														
Star Curtain	50				50		50				50			
Healing Spring	37						43				37			
Mana Spring	7	36			36		7				7			
Stamina Spring														
Soul Spring					7									
Dispel Tonic	40										40			
Stamina Tablet	45										45			
Mana Tablet	46										46			
Stamina Tonic	47													
Mana Tonic														
Twin Stars	30									41	30			
Three Stars														
Hero Drink	52	36	37		36	37	52	43	37		52			
Gysahl Greens	36						43				36			
Sylkis Greens														
Mimett Greens														
Pahsana Greens														

ALCHEMIST ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Mix	0	0	Combine two items for various results.	None
Potion	10	0	Use a spare Potion that you tucked away.	None
Hi-Potion	40	0	Use a spare Hi-Potion that you tucked away.	Potion
Mega-Potion	120	0	Use a spare Mega-Potion that you tucked away.	Hi-Potion
X-Potion	160	0	Use a spare X-Potion that you tucked away.	Mega-Potion
Remedy	20	0	Use a spare Remedy that you tucked away.	None
Dispel Tonic	20	0	Use a spare Dispel Tonic that you tucked away.	Remedy
Phoenix Down	30	0	Use a spare Phoenix Down that you tucked away.	None
Mega Phoenix	200	0	Use a spare Mega Phoenix that you tucked away.	Phoenix Down
Ether	400	0	Use a spare Ether that you tucked away.	Dispel Tonic
Elixir	999	0	Use a spare Elixir that you tucked away.	Ether
Items Lv.2	30	0	Cuts the time required to use Items by 80%.	None
Chemist	40	0	Doubles the potency of recovery items.	None
Elementalist	80	0	Doubles the potency of elemental items.	None
Physicist	100	0	Doubles the potency of non-elemental items.	Elementalist and Chemist



SAMURAI

MAIN COMMANDS
Attack
Bushido
Spare Change
Zantetsu
Item



Another strong "attacker" type of dressphere, the Samurai inflicts large amounts of damage with a huge sword. The Samurai is surprisingly agile in spite of this heavy weapon and evades many attacks with surprising ease. However, the weight of the weapon makes it more difficult to hit flying or evasive targets. While many of the Samurai's abilities revolve mainly around striking non-elemental damage against one or more foes, this dressphere also bestows the user with many talents for reducing the magical enhancements of enemies while boosting the Samurai's own ability to fight. Thus, a Samurai specializes in creating a level playing field where honor can be maintained during combat.

During combat, use a Samurai to strike enemies and cause massive damage. If the enemies show unusually high defense or if they cast beneficial status-raising spells, use the Samurai's "Fingersnap," "Nonpareil," and "No Fear" abilities to elevate the Samurai to the fiends' level. Even with the "Clean Slate" ability, a Samurai must still depend on others to regain lost HP



SAMURAI ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Spare Change	0	0	Attack by throwing gil.	None
Mirror of Equity	30	16	Attack one enemy, dealing greater damage when HP is low.	None
Magicide	30	4	Inflict damage on one enemy's MP.	None
Dismissal	30	10	Halt the pending action of one enemy.	Magicide
Fingersnap	40	10	Revert one enemy's attributes to normal levels.	Dismissal
Sparkler	40	12	Damage one enemy.	None
Fireworks	60	18	Damage all enemies.	Sparkler
Momentum	60	10	Deal increasing damage as you defeat more enemies.	Sparkler
Shin-Zantetsu	100	32	Instantly defeat all enemies. Sometimes fails.	Momentum
Nonpareil	20	10	Raise the user's Strength and Accuracy.	None
No Fear	30	12	Cast Shell and Protect on the user.	Nonpareil
Clean Slate	40	16	Restore HP and cure user of status ailments.	No Fear
Hayate	60	20	Raise Evasion and cast Haste on the user.	Clean Slate
Zantetsu	140	0	Instantly defeat one enemy. Sometimes fails.	Shin-Zantetsu
SOS Critical	80	0	Always inflict critical hits when HP is low.	Fireworks

DARK KNIGHT

MAIN COMMANDS
Attack
Darkness
Arcana
Charon
Item



A death-dealer born of shadow, the Dark Knight infuses the crafts of the Underworld to deal massive damage to enemies on the battlefield. As is the law in th nether realms, the Dark Knight can sacrifice HP or her own life to defeat enemies. With the "Darkness" attack, a Dark Knight can sacrifice 1/8 of her total H to inflict exorbitant amounts of damage to the entire enemy party. On the next turn, the Dark Knight can regain some of the HP sacrificed by using the "Drai ability. The "Charon" ability enables a Dark Knight to sacrifice herself to inflict heavy damage on a single foe. However, the Dark Knight is removed from yo party for the rest of the battle, and will not gain EXP following a victory. Use "Charon" only as a last resort. The Dark Knight can also make herself immune many status ailments by learning a complete set of auto-abilities.

During battle, have a Dark Knight use "Darkness" to damage all of the enemies at once, followed by a regular attack on a single foe. If some enemies prove di ficult to defeat, try casting "Black Sky." While a Dark Knight can recover small amounts of lost HP by draining it from enemies, it is wiser and more benefici for a Dark Knight to work in conjunction with a good "healer" type, such as a White Mage or an Alchemist.



DARK KNIGHT ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Darkness	0	0	Sacrifice HP to damage all enemies.	None
Drain	20	8	Absorb HP from one enemy.	None
Demi	20	10	Reduce the HP of all enemies by 1/4.	None
Confuse	30	12	Confuse one enemy.	Demi
Break	40	20	Petrify one enemy.	Confuse
Bio	30	16	Poison one enemy.	None
Doom	20	18	Doom one enemy. Enemy is KO'd when the count reaches 0.	Bio
Death	50	24	Instantly defeat one enemy. Sometimes fails.	Doom
Black Sky	100	80	Randomly damages enemies.	Death
Charon	20	0	Sacrifice life to heavily damage one enemy.	None
Poisonproof	30	0	Guards against Poison.	None
Stoneproof	30	0	Guards against Petrification.	Poisonproof
Confuseproof	30	0	Guards against Confusion.	Stoneproof
Curseproof	30	0	Guards against Curse.	None
Deathproof	40	0	Guards against Death.	Curseproof

BERSERKER

MAIN COMMANDS
Attack
Berserk
Instinct
Howl
Item





The Berserker dressphere is quick and attacks with furious abandon. The Berserker strikes with its razor-sharp claws, inflicting damage to a single foe. The damage inflicted can increase when the user casts "Berserk" on herself. While in this state, a Berserker attacks automatically. Once a Berserker has learned hard-to-obtain auto-abilities (such as "Counterattack," "Magic Counter" and "Evade & Counter"), the character can strike back automatically multiple times per turn based on the enemies' actions. Couple this with the "Auto-Regen" ability and the Berserker becomes an independent killing machine with little need for help from the other party members.

Start each battle by doubling a Berserker's HP with the "Howl" ability, then determine your strategy and cast "Berserk" if all you need to do is attack. While doing all of this causes a Berserker to stay out of the battle for the first few rounds, the result is devastating to the enemy party.



BERSERKER ABILITIES				
NAME	**AP**	**MP**	**DESCRIPTION**	**REQUIRED ABILITIES**
Attack	0	0	Attack one enemy.	None
Berserk	0	0	Boost the user's Strength but lose control of her actions.	None
Cripple	20	6	Halve one enemy's HP.	None
Mad Rush	30	6	Heavily damage one enemy. Often fails.	Cripple
Crackdown	30	6	Damage one enemy and nullify Shell, Protect, and Reflect.	None
Eject	40	8	Instantly defeat one enemy. Sometimes fails.	Mad Rush
Unhinge	40	8	Damage one enemy and lower its Accuracy and Evasion.	Crackdown
Intimidate	50	8	Inflict damage and Slow on one enemy.	Unhinge
Envenom	30	10	Inflict damage and Poison on one enemy.	None
Hurt	60	10	Damage one enemy according to the user's current HP.	Envenom
Howl	80	0	Double the user's max HP.	Mad Rush
Itchproof	20	0	Guards against Itchy.	Cripple
Counterattack	180	0	Strike back after being physically attacked.	None
Magic Counter	300	0	Strike back after being attacked with magic.	Counterattack
Evade & Counter	400	0	Evade physical attacks and strike back.	Magic Counter
Auto-Regen	80	0	Automatically casts Regen.	Hurt

SONGSTRESS

MAIN COMMANDS
Dance
Sing
Item



The Songstress dressphere transforms its user into a singing sensation who uses music and dance to distract the enemies from damaging the party. By learning the various "Dance" moves available, a Songstress can inflict status ailments on the enemy party with a 100% success rate (except in cases where enemies are immune to the status ailments). For example, while a Songstress is present, you can blind the entire enemy party to prevent them from striking with physical attacks, or even stop them completely to make them easier targets. The Songstress has no ability to attack or heal unless she is equipped with the proper Garment Grids or accessories. While equipping and mastering this dressphere, it's a good idea to equip accessories or Garment Grids that allow you to use the attack or healing abilities of another dressphere, so that the Songstress can adapt to emergency situations.

During combat, use "Dance" abilities to negate the enemies' combat abilities, or throw the whole party into a frenzy by casting "Jitterbug." A Songstress won't get another turn until the effects of the previous dance have ended. If a Songstress can't inflict status ailments on an enemy due to immunities, use "Sing" abilities to boost the attributes of allies.

THE BOOKS OF MAGICAL DANCES

To learn "MP Mambo" and "Magical Masque," you must acquire two key items: ***Magical Dances, Vol. I*** *and* ***Magical Dances, Vol. II****. Volume I is obtained by defeating the boss enemies inside the Den of Woe at Mushroom Rock. Volume II is obtained by defeating the Experiment machine at Djose Temple during Chapter 5, when the boss's Attack, Defense, and Special parameters are all at level 5.*



SONGSTRESS ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Darkness Dance	0	0	Inflict Darkness on all enemies while dancing.	None
Samba of Silence	20	0	Inflict Silence on all enemies while dancing.	None
MP Mambo	20	0	Reduce the party's MP cost to 0 while dancing.	Magical Dances, Vol I key item
Magical Masque	20	0	Nullify magical attacks against the party while dancing.	Magical Dances, Vol II key item
Sleepy Shuffle	80	0	Inflict Sleep on all enemies while dancing.	None
Carnival Cancan	80	0	Double the party's max HP while dancing.	Sleepy Shuffle
Slow Dance	60	0	Inflict Slow on all enemies while dancing.	None
Brakedance	120	0	Inflict Stop on all enemies while dancing.	Slow Dance
Jitterbug	120	0	Sustain a Haste effect on the party while dancing.	Slow Dance
Dirty Dancing	160	0	The party inflicts critical hits while you dance.	Carnival Cancan
Battle Cry	10	4	Raise the party's Strength.	None
Cantus Firmus	10	4	Raise the party's Defense.	Battle Cry
Esoteric Melody	10	4	Raise the party's Magic.	None
Disenchant	10	4	Raise the party's Magic Defense.	Esoteric Melody
Perfect Pitch	10	4	Raise the party's Accuracy.	None
Matador's Song	10	4	Raise the party's Evasion.	Perfect Pitch

BLACK MAGE

MAIN COMMANDS
Black Magic
Focus
MP Absorb
Item



Utilizing the forces of elemental magic, the Black Mage focuses power to attack enemies with incredible spells. Control of such energy weighs heavily upon the physical frame, so characters equipping the Black Mage dressphere will have higher MP but lower HP and high Magic and Magic Defense, but low Strength and Defense. Protect Black Mages by equipping accessories and Garment Grids that raise HP and Defense. Without the ability to perform physical attacks, the Black Mage becomes useless on the battlefield once her MP is depleted. Since the learning of spell abilities is a gradual process requiring lots of battles, start by learning to bolster the magic at your disposal by learning the "Focus" and "MP Drain" abilities. By raising your Black Magic Level, you can assure shorter casting times. During the latter stages of the game, many enemies will be more difficult to defeat due to their higher Magic Defense. When placing the Black Mage dressphere on a character's Garment Grid, complement it with a dressphere that focuses on physical attacks. This should enable your character to remain useful even after MP is depleted or enemies become resistant to magic.

On the battlefield, the Black Mage depends on the defense of "attacker" types and the support of "healer" types. Never allow more than one character to equip a Black Mage dressphere at a time to avoid throwing off the balance of the party. Begin each battle by using "Focus" for stronger spell casting, then target spells at one or multiple enemies. When MP gets low, drain power from enemies instead of consuming Ethers.

BLACK MAGE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Fire	0	4	Deal fire damage to one or all enemies.	None
Blizzard	0	4	Deal ice damage to one or all enemies.	None
Thunder	0	4	Deal lightning damage to one or all enemies.	None
Water	0	4	Deal water damage to one or all enemies.	None
Fira	40	12	Deal fire damage to one or all enemies.	None
Blizzara	40	12	Deal ice damage to one or all enemies.	None
Thundara	40	12	Deal lightning damage to one or all enemies.	None
Watera	40	12	Deal water damage to one or all enemies.	None
Firaga	100	24	Deal fire damage to one or all enemies.	Fira
Blizzaga	100	24	Deal ice damage to one or all enemies.	Blizzara
Thundaga	100	24	Deal lightning damage to one or all enemies.	Thundara
Waterga	100	24	Deal water damage to one or all enemies.	Watera
Focus	10	0	Raise the user's Magic.	None
MP Absorb	10	0	Absorb MP from one enemy.	Focus
Black Magic Lv.2	40	0	Cuts the time required for Black Magic by 30%.	MP Absorb
Black Magic Lv.3	60	0	Cuts the time required for Black Magic in half.	Black Magic Lv.2

WHITE MAGE

MAIN COMMANDS
Pray
Vigor
White Magic
Item



While actively equipped by a party member, the White Mage dressphere enables a character to provide constant healing and support to all allies. Unable to attack under normal circumstances, the White Mage works to prevent the other characters from falling into KO status and to remove harmful status ailments affecting allies. Protective spells, such as "Protect" and "Shell," enable a White Mage to reduce the damage inflicted on the party. Abilities such as "Dispel" enable a White Mage to level the battlefield by removing status benefits an enemy may be using on itself, and "Reflect" causes most magic spells cast on the party to be bounced back at the enemy who attempted to cast it. While the presence of a White Mage limits the amount of damage the party can inflict on the enemy, it also enables the party to survive battles much easier. White Magic abilities learned through this dressphere will be useful throughout the game.

During combat, use the "Pray" ability during each combat turn to restore small amounts of HP to the entire party, even if such restoration is not required at the time. If the party is sustaining heavy damage, use "Cure," "Cura" or "Curaga" spells to cure one or all party members at once. Cast "Protect" to diminish physical damage, or "Shell' to reduce damage from magic.

WHITE MAGE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Pray	0	0	Restore a little HP to the party.	None
Vigor	20	0	Restore some HP to the user.	None
Cure	20	4	Restore a little HP to one or all party members.	None
Cura	40	10	Restore some HP to one or all party members.	None
Curaga	80	20	Restore a lot of HP to one or all party members.	Cura
Regen	80	40	Gradually restore one character's HP over time.	Curaga
Esuna	20	10	Cure one character's status ailments.	None
Dispel	30	12	Negate all spell effects on one enemy.	Esuna
Life	30	18	Revive one KO'd character.	None
Full-Life	160	60	Revive one KO'd character and fully restore HP.	Life
Shell	30	10	Reduce magical damage inflicted on the party.	None
Protect	30	12	Reduce physical damage inflicted on the party.	Shell
Reflect	30	14	Deflect spells cast at the party back at the enemy.	Protect
Full-Cure	80	99	Fully restore one character's HP and cure status ailments.	Regen
White Magic Lv.2	40	0	Cuts the time required for White Magic by 30%.	Vigor
White Magic Lv.3	60	0	Cuts the time required for White Magic in half.	White Magic Lv.2

LADY LUCK

MAIN COMMANDS
Attack
Gamble
Tantalize
Bribe
Item



The Lady Luck dressphere transforms a character into a seductive and deceptive vixen who can use her feminine wiles to take enemies for all they're worth. Since the regular attack power of this dressphere is somewhat low, the effectiveness of Lady Luck is heavily dependent on a roll of the dice or a spin of the reels. The "Two Dice" ability enables Lady Luck to roll 2 dice that determine the number of quick, non-elemental attacks that the target foe will suffer. "Four Dice" is essentially the same attack against an entire party of foes, except 4 dice are rolled instead of 2. These are the skills that Lady Luck must resort to when a foe is resilient against normal attacks. The various "Reels" abilities provide further control over the forces of chance, since you can form Lady Luck's attack by stopping the reels on three identical icons. However, if you fail to stop the reels on an exact trio, the results can be devastating to your allies instead of the enemies. An auto-ability like "Double EXP" is sure to carry a Lady Luck character to level 99 in no time, while "Double Items" and "Gillionaire" will have the entire party rolling in gil and items.

During each combat turn, practice any form of reels and go for the best results possible. Stop the first reel on any icon, then try to stop the remaining reels on the exact same picture. If the results are disastrous, simply perform only physical attacks for the rest of the battle or try again. By doing so, the other characters can help the party recover before Lady Luck stumbles into another blunder.

LADY LUCK ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Bribe	40	0	Offer gil to persuade one enemy to leave the battle.	None
Two Dice	20	4	Damage one enemy by rolling two dice.	None
Four Dice	100	8	Damage all enemies by rolling four dice.	Two Dice
Attack Reels	60	0	Spin slots to deal physical damage.	None
Magic Reels	70	0	Spin slots to deal magical damage.	None
Item Reels	80	0	Spin slots to trigger various item skills.	Magic Reels
Random Reels	120	0	Spin slots to trigger various skills.	Item Reels
Luck	30	8	Raise the user's Luck.	None
Felicity	40	8	Raise the party's Luck.	Luck
Tantalize	60	0	Inflict Confusion on all enemies.	None
Critical	160	0	Always inflict critical hits.	Felicity
Double EXP	80	0	Doubles the amount of EXP earned after battle.	None
SOS Spellspring	30	0	Reduces MP cost to 0 when HP is low.	Four Dice
Gillionaire	100	0	Doubles the amount of gil earned after battle.	Double EXP
Double Items	100	0	Doubles the number of items earned after battle.	Gillionaire



ATTACK REELS

These attacks come with different special effects. The reels rotate in the order shown below. Note, however, that the start position of the reel changes randomly.



Result	Effect
Shin-Zantetsu	Instantly defeat all enemies.
Excalibur	Deal holy damage to one enemy.
Cripple	Halve one enemy's HP.
Delay Buster	Greatly delay one enemy's action.
Fireworks	Damage all enemies.
Intimidate	Inflict Slow on one enemy.
Clean Slate	Restore HP and cure user of status ailments.
Power Break	Lower one enemy's Strength by 2.
Magicide	Inflict damage on one enemy's MP.
Eject	Blow one enemy away.
Armor Break	Lower one enemy's Defense by 2.
Dud	Reduce the party's HP by 3/4.

MAGIC REELS

This includes both attack and healing effects. The reels rotate in the positions noted below. Note, however, that the start position of the reel changes randomly.



Result	Effect
Ultima	Damage all enemies.
Black Sky	Deal 10 consecutive attacks.
Flare	Damage one enemy.
Demi	Reduce the HP of all enemies by 1/4.
Firaga	Deal fire damage to all enemies.
Auto-Life	Ally is automatically revived once when KO'd.
Bio	Poison all enemies.
Break	Petrify one enemy.
Thundara	Deal lightning damage to all enemies.
Esuna	Cure one ally's status ailments.
Cura	Restore some HP to the party.
Dud	Reduce the party's HP by 3/4.

ITEM REELS

Healing and support types are common among these results. As was the case with the Attack Slot, the reel rotates in the following order, but the start position changes randomly.



Result	Effect
Megalixir+	Fully restore the party's HP and MP.
Mighty Guard+	Create multiple defensive effects on the party.
Supreme Gem	Damage all enemies.
Megalixir	Fully restore the party's HP and MP.
Blessed Gem	Deal 8 consecutive holy attacks.
Mighty Guard	Cast Shell and Protect on the party.
Mega-Ether	Restore the party's MP.
Ether	Restore MP to one ally.
L-Bomb	Damage all enemies.
Lunar Curtain+	Cast Shell on the party.
Light Curtain+	Cast Protect on the party.
Dud	Reduce the party's HP by 3/4.

RANDOM REELS

This reel enables the user to use abilities with a variety of effects. As with the others, the reel rotates as shown below, but the reel's starting position changes randomly.



Result	Effect
CONGRATS!	Eliminate opposition and steals gil and more.
Mega-Potion	Restore the party's HP.
Blizzaga	Deal ice damage to all enemies.
Cry in the Night	Damage all enemies.
Dark Matter	Damage all enemies.
Quartet Knife	Lower attributes of one enemy.
Mental Break	Lower one enemy's Magic Defense by 2.
Cure	Restore the party's HP.
Primo Grenade	Damage all enemies.
Hi-Potion	Restore HP to one character.
Potion	Restore HP to one character.
Dud	Reduce the party's HP by 3/4.

TRAINER

MAIN COMMANDS
Attack
Pet
Item



When equipped in combat, the Trainer dressphere calls a sacred animal into action. As the Trainer fights and learns abilities, the pet becomes capable of a wide variety of spells and actions to be used during battle. The abilities for each character are specific to the personality of each trainer: Yuna's dog, Kogoro, learns a variety of spells that inflict a combination of elemental damage and status ailments on an enemy. Rikku's pet monkey, Ghiki, helps steal items and gil from enemies. Paine's pheasant, Flurry, allows her to attack enemies with powerful blows that can inflict status ailments or instantly KO foes. Each character learns some form of Cure and Esuna spell, just like a White Mage. All of the characters also learn some kind of special attack and several beneficial auto-abilities that help restore HP and MP outside of battle. If you think about it, a party of three Trainers is actually a very balanced crew, capable of attacking, defeating enemies, and casting most types of spells!

During battle, have a Trainer attack foes to cause damage. When the Trainer's HP drops or if she becomes inflicted with status ailments, use special skills to recover. Use the next round to cast protective spells to prevent damage or status impairments. Between battles, auto-abilities (such as "HP Stroll" and "MP Stroll") will cause a character's HP and MP to recover depending on how much you walk, so that healing between battles is less necessary.

YUNA TRAINER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Holy Kogoro	0	18	Deal holy damage to one enemy.	None
Kogoro Blaze	40	4	Inflict fire damage and sometimes Darkness on one enemy.	None
Kogoro Freeze	40	4	Inflict ice damage and sometimes Stop on one enemy.	None
Kogoro Shock	40	4	Inflict lightning damage and sometimes Berserk on one enemy.	None
Kogoro Deluge	40	4	Inflict water damage and sometimes Sleep on one enemy.	None
Kogoro Strike	80	5	Instantly defeat one enemy. Sometimes fails.	None
Doom Kogoro	80	6	Inflict damage and Doom on one enemy.	Kogoro Strike
Kogoro Cure	30	10	Restore HP to one character.	None
Kogoro Remedy	40	10	Cure one character of all status ailments.	Kogoro Cure
Pound!	100	24	Call Kogoro's friends to gang up on one enemy.	Doom Kogoro
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Kogoro Lv.2	80	0	Cuts the time required for Kogoro to attack by 30%.	None
Kogoro Lv.3	100	0	Cuts the time required for Kogoro to attack in half.	Kogoro Lv.2

RIKKU TRAINER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sneaky Ghiki	0	12	Steal gil and damage one enemy.	None
Ghiki Gouge	40	8	Inflict damage and Darkness on one enemy.	None
Ghiki Gag	80	8	Inflict damage and Silence on one enemy.	None
Mugger Ghiki	40	12	Steal items and damage one enemy.	None
Pesky Ghiki	100	8	Inflict damage and Berserk on one enemy.	None
Bully Ghiki	100	8	Inflict damage and delay the actions of one enemy.	Pesky Ghiki
Ghiki Meds	40	10	Cure one character of all status ailments.	Ghiki Pep
Ghiki Pep	30	10	Restore HP to one character.	None
Ghiki Cheer	80	12	Raise one character's Strength and Defense.	None
Swarm, Swarm!	100	24	Call Ghiki's friends to gang up on one enemy.	Bully Ghiki
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Ghiki Lv.2	80	0	Cuts the time required for Ghiki to attack by 30%.	None
Ghiki Lv.3	100	0	Cuts the time required for Ghiki to attack in half.	Ghiki Lv.2

PAINE TRAINER ABILITY

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Carrier Flurry	0	8	Instantly defeat one enemy. Sometimes fails.	None
Poison Flurry	40	4	Inflict damage and Poison on one enemy.	None
Stone Flurry	60	16	Inflict damage and Petrification on one enemy.	Poison Flurry
Death Flurry	60	20	Instantly defeat one enemy. Sometimes fails.	Stone Flurry
Flurry Guard	60	10	Restore one character's HP and cast Protect.	Flurry Speed
Flurry Speed	60	10	Restore one character's HP and cast Haste.	None
Flurry Shield	60	10	Restore one character's HP and cast Shell.	Flurry Speed
HP Flurry	30	10	Restore some HP to the party.	None
Recovery Flurry	40	10	Cure one character of all status ailments.	None
Maulwings!	100	24	Call Flurry's friends to gang up on one enemy.	Death Flurry
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Flurry Lv.2	80	0	Cuts the time required for Flurry to attack by 30%.	None
Flurry Lv.3	100	0	Cuts the time required for Flurry to attack in half.	Flurry Lv.2

MASCOT

MAIN COMMANDS
Attack
(Mascot)
(Secondary Attack Abilities)
(Secondary Magic Abilities)
Item



The Mascot dressphere is a special sphere gained by acquiring "Episode Complete" in every area during Chapter 5 except for Bevelle. Upon achieving all th Episode Completes, an extra scene will occur where the Gullwings return to the bridge of the Celsius and obtain the Mascot dressphere. However, if Zanarkanc is the last Episode Complete acquired, you will not gain the Masot dressphere for some reason. Make sure that Zanarkand Ruins is not the last place you visit or you will be unable to acquire this valuable dressphere.

When equipping the Mascot dressphere, each character wears a costume modeled after the cuter, cuddlier creatures in the game. In spite of the humorou appearance, the Mascot dressphere is definitely one of the best. In addition to learning a whole series of unique abilities with multiple effects, each character ca also gain the ability to use the abilities of two other dresspheres. The Mascot enables all three characters to be devastating and helpful at the same time, all whil defeating enemies in the process.

During combat, cast spells and use Mascot abilities to boost the party and weaken the enemies, then use normal attacks or the special attacks of other dres spheres to defeat enemies. If your allies get into trouble, use restorative and curative abilities to bring them back up to speed. Any party will rely heavily on th Mascot to keep them going in the face of tough enemies; that is, unless you equip *every* character with the Mascot dressphere.



YUNA'S MOOGLE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Moogle Jolt	40	0	Restore MP to one character.	None
Moogle Cure	0	10	Cure one character of status ailments and restore HP.	None
Moogle Regen	0	18	Cast Haste and Regen on one character.	None
Moogle Wall	0	18	Cast Shell and Protect on one character.	None
Moogle Life	0	40	Revive one KO'd character and fully restore HP and MP.	None
Moogle Curema	40	15	Restore HP and cure the party's status ailments.	None
Moogle Regenja	40	24	Cast Haste and Regen on the party.	None
Moogle Wallja	40	24	Cast Shell and Protect on the party.	None
Moogle Lifeja	40	60	Revive all party members and fully restore HP and MP.	None
Moogle Beam	80	99	Damage one enemy.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts Shell.	None
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell
Swordplay	80	0	Use Warrior skills.	None
Arcana	80	0	Use Dark Knight skills.	None

* *Must know Warrior's SOS Protect ability to learn.*

RIKKU'S CAIT SITH ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Cait Fire	0	12	Fire damage to enemies. Sometimes Poison/Petrification.	None
Cait Thunder	0	12	Lightning damage to enemies. Sometimes Poison/Petrification.	None
Cait Blizzard	0	12	Ice damage to enemies. Sometimes Poison/Petrification.	None
Cait Water	0	12	Water damage to enemies. Sometimes Poison/Petrification.	None
Power Eraser	40	12	Lower Strength of all enemies.	None
Armor Eraser	40	12	Lower Defense of all enemies.	None
Magic Eraser	40	12	Lower Magic of all enemies.	None
Mental Eraser	40	12	Lower Magic Defense of all enemies.	None
Speed Eraser	40	12	Lower Evasion of all enemies.	None
PuPu Platter	80	48	Instantly defeat all enemies. Sometimes fails.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts Shell.	None
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell
Instinct	80	0	Use Berserker skills.	None
White Magic	80	0	Cast white magic spells.	None

* **Must know Warrior's SOS Protect ability to learn.**

PAINE'S TONBERRY ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Dark Knife	0	10	Inflict damage and Darkness on one enemy.	None
Silence Knife	0	10	Inflict damage and Silence on one enemy.	None
Sleep Knife	0	10	Inflict damage and Sleep on one enemy.	None
Berserk Knife	0	10	Inflict damage and Berserk on one enemy.	None
Poison Knife	0	10	Inflict damage and Poison on one enemy.	None
Stone Knife	0	10	Inflict damage and Petrification on one enemy.	None
Stop Knife	0	10	Inflict damage and Stop on one enemy.	None
Quartet Knife	0	10	Lower one enemy's Strength, Defense, Magic, and Magic Defense.	None
Arsenic Knife	0	10	Instantly defeat one enemy. Sometimes fails.	None
Cactling Gun	80	99	Inflict heavy damage on one enemy.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts Shell.	None
Auto-Protect	80	0	Automatically casts Protect.	Auto-Shell
Bushido	80	0	Use Samurai skills.	None
Black Magic	80	0	Cast black magic spells.	None

* **Must know Warrior's SOS Protect ability to learn.**

FLORAL FALLAL

FLORAL FALLAL MAIN COMMANDS
Attack
Fallalery
Great Whirl
Libra

RIGHT PISTIL MAIN COMMANDS
Right Stigma
Right Pistilplay

LEFT PISTIL MAIN COMMANDS
Left Stigma
Left Pistilplay



You get Yuna's special dressphere during Chapter 2 while traveling the Djose Highroad just south of the temple during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Floral Fallal act as a three-member party. Some portions can cast protective spells on the other parts, and each can inflict devastating magic attacks on enemies. To use Floral Fallal more often, equip Yuna with the Unerring Path Garment Grid, which only has two dressphere nodes. This makes switching into Yuna's special dressphere much faster, since she only needs to change once before transforming into Floral Fallal.

It takes two key items to enable the "Break HP Limit" and "Break Damage Limit" abilities on Floral Fallal: **Aurora Rain** and **Twilight Rain**. Aurora Rain is contained in a treasure chest inside the cave at the bottom of the gorge at the Calm Lands during Chapter 5. Twilight Rain is found in a treasure chest below the waterfalls at Besaid Island during Chapter 5.

YUNA, FLORAL FALLAL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Libra	4	0	View detailed information about one enemy.	None
Heat Whirl	0	0	Unleash a chain of fire attacks on all enemies.	None
Ice Whirl	0	0	Unleash a chain of ice attacks on all enemies.	None
Electric Whirl	0	0	Unleash a chain of lightning attacks on all enemies.	None
Aqua Whirl	0	0	Unleash a chain of water attacks on all enemies.	None
Barrier	20	36	Guard fully against magical attacks.	None
Shield	20	36	Guard fully against physical attacks.	Barrier
Flare Whirl	24	64	Unleash a chain of non-elemental attacks on all enemies.	None
Great Whirl	30	0	Inflict heavy damage on all enemies.	Flare Whirl
All-Life	8	70	Revive the party from KO.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

YUNA, RIGHT PISTIL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
White Pollen	0	0	Restore the party's HP.	None
White Honey	10	0	Gradually restore the party's HP over time.	None
Hard Leaves	0	0	Reduce the magical damage inflicted on the party.	None
Tough Nuts	0	0	Reduce physical damage inflicted on the party.	None
Mirror Petals	0	0	Deflect spells cast at the party back at the enemy.	None
Floral Rush	20	0	Cast Haste on the party.	White Honey
Floral Bomb	0	0	Damage all enemies and lower their Strength.	None
Fallal Bomb	10	0	Damage all enemies and lower their Defense.	None
Floral Magisol	10	0	Damage all enemies and lower their Magic.	Fallal Bomb
Fallal Magisol	10	0	Damage all enemies and lower their Magic Defense.	Floral Magisol
Right Stigma	20	0	Damage one enemy.	Fallal Magisol
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

YUNA, LEFT PISTIL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Dream Pollen	0	0	Inflict damage and Sleep on all enemies.	None
Mad Seeds	0	0	Inflict damage and Berserk on all enemies.	None
Sticky Honey	0	0	Inflict damage and Slow on all enemies.	None
Halfdeath Petals	0	0	Halve the HP of all enemies.	None
Poison Leaves	10	0	Inflict damage and Poison on all enemies.	None
Death Petals	10	0	Instantly defeat one enemy. Sometimes fails.	Poison Leaves
Silent White	0	0	Inflict damage, Silence, and Darkness on all enemies.	None
Congealed Honey	20	0	Inflict damage and Stop on all enemies.	None
Panic Floralysis	10	0	Inflict damage and Confusion on all enemies.	Congealed Honey
Ash Floralysis	10	0	Inflict damage and Petrification on all enemies.	Panic Floralysis
Left Stigma	20	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

MACHINA MAW

MACHINA MAW MAIN COMMANDS
Attack
Machinations
Revival
Vajra

SMASHER-R MAIN COMMANDS
Homing Ray
Smash
HP Repair
MP Repair

CRUSHER-L MAIN COMMANDS
Homing Ray
Crush
HP Repair
MP Repair



You get Rikku's special dressphere during Chapter 2 while investigating the Oasis at Bikanel Desert during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Machina Maw act as a three-member party. Each portion can cast protective spells on the other parts, and each can inflict devastating physical attacks and status impairments on enemies. To use Machina Maw more often, equip Rikku with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching to Rikku's special dressphere must faster, since she only needs to change once before transforming into Machina Maw.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the **Machina Reactor** and **Machina Booster** key items. The Machina Booster is found in a treasure chest near the lift up to the Youth League headquarters at Mushroom Rock Road during Chapter 5. In order to obtain Machina Reactor, you must dispatch level 1, 2, 3, 4 and 5 chocobos three times each from Clasko's Chocobo Ranch at the Calm Lands out into Spira looking for items. In addition, all of your Choco-Runners must be level 5. When you return to the ranch later, Clasko reports that the chocobos found a secret dungeon at the Calm Lands. The item is contained in a chest inside the dungeon.

RIKKU, MACHINA MAW ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Revival	10	0	Revive one KO'd character.	None
Death Missile	0	12	Instantly defeat one enemy. Sometimes fails.	None
Bio Missile	0	12	Inflict damage and Poison on one enemy.	None
Break Missile	0	12	Inflict damage and Petrification on one enemy.	None
Berserk Missile	10	12	Inflict damage and Berserk on one enemy.	None
Stop Missile	10	12	Inflict damage and Stop on one enemy.	Berserk Missile
Confuse Missile	10	12	Inflict damage and Confusion on one enemy.	Stop Missile
Shockwave	20	36	Damage all enemies.	None
Shockstorm	20	36	Damage all enemies and delay their actions.	Shockwave
Vajra	30	0	Damage all enemies.	Shockstorm
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

RIKKU, SMASHER-R ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Howitzer	0	12	Damage one enemy.	None
Sleep Shell	10	12	Inflict damage and Sleep on one enemy	None
Slow Shell	10	12	Inflict damage and Slow on one enemy	Sleep Shell
Anti-Power Shell	10	12	Damage one enemy and lower its Strength.	Slow Shell
Anti-Armor Shell	10	12	Damage one enemy and lower its Defense.	Anti-Power Shell
Scan	10	0	View detailed information about one enemy.	None
Shellter	20	10	Cast Shell on the party.	None
Protector	20	10	Cast Protect on the party.	Shellter
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

RIKKU, CRUSHER-L ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Howitzer	0	12	Damage one enemy.	None
Blind Shell	10	12	Inflict damage and Darkness on one enemy	None
Silence Shell	10	12	Inflict damage and Silence on one enemy	Blind Shell
Anti-Magic Shell	10	12	Damage one enemy and lower its Magic.	Silence Shell
Anti-Mental Shell	10	12	Damage one enemy and lower its Magic Defense.	Anti-Magic Shell
Booster	20	30	Cast Haste on the party.	None
Offense	20	10	Raise one character's Strength.	None
Defense	20	10	Raise one character's Defense.	Offense
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

FULL THROTTLE

FULL THROTTLE MAIN COMMANDS
Attack
Throttle
Fright
Sword Dance

DEXTRAL WING MAIN COMMANDS
Dextral Arts
Stamina
Mettle
Reboot

SINISTRAL WING MAIN COMMANDS
Sinistral Arts
Stamina
Mettle
Reboot



Your first chance to obtain Paine's special dressphere is in Chapter 1. Find Tromell at Macalania Woods and speak to him four times and the dressphere is yours. The three portions of Full Throttle act as a three-member party. Each portion is specialized. The main body has elemental attack abilities, the Dextral Wing can inflict status and damage on foes, and the Sinistral Wing enables you to cast status adjustments on Full Throttle as a whole, as well as on enemies. To use Full Throttle more often, equip Paine with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching to Paine's special dressphere much faster, since she only needs to change once before transforming to Full Throttle.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the **Victor Primoris** and **Corpus Invictus** key items. Victor Primoris is located on a ledge just over the side of the northernmost curve in the Mi'ihen Highroad. To reach the item, ride a chocobo to the spot and wait in the gap for a few seconds until the chocobo offers to go. First, the chocobo will fly up to open a different chest, but if you repeat the process, it will fly into the chasm to obtain the Victor Primoris. Corpus Invicitus is located in one of the chests inside the secret dungeon of the Thunder Plains. During Chapter 5, go to the Thunder Plains and defeat all of the fiends attacking the lightning towers. Afterward, an Al Bhed man will offer to take you to the secret dungeon. After finding Cid in the dungeon, explore further and open secret stone walls to uncover the chest with Corpus Invictus inside.

PAINE, FULL THROTTLE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Fright	20	0	Damage and confuse one enemy, while delaying its actions.	Assoil
Aestus	0	0	Deal fire damage to one enemy.	None
Winterkill	0	0	Deal ice damage to one enemy.	None
Whelmen	0	0	Deal water damage to one enemy.	None
Levin	0	0	Deal lightning damage to one enemy.	None
Wisenen	10	0	Reduce one enemy's HP by 3/4.	None
Fiers	20	0	Deal critical damage to one enemy.	Wisenen
Deeth	20	0	Instantly defeat one enemy. Sometimes fails.	Fiers
Assoil	20	0	Deal holy damage to one enemy.	None
Sword Dance	30	0	Damage all enemies.	Fright
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

PAINE, DEXTRAL WING ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Venom Wing	0	12	Inflict damage and Poison on one enemy.	None
Blind Wing	0	12	Inflict damage and Darkness on one enemy.	None
Mute Wing	0	12	Inflict damage and Silence on one enemy.	None
Rock Wing	10	12	Inflict damage and Petrification on one enemy.	None
Lazy Wing	0	12	Inflict damage and Sleep on one enemy.	None
Violent Wing	10	12	Inflict damage and Berserk on one enemy.	None
Still Wing	10	12	Inflict damage and Stop on one enemy.	None
Crazy Wing	10	12	Inflict damage and Confusion on one enemy.	Violent Wing
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

PAINE, SINISTRAL WING ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Steel Feather	0	12	Raise the party's Strength.	None
Diamond Feather	0	12	Raise the party's Defense.	None
White Feather	0	16	Lower the Strength of all enemies.	None
Buckle Feather	0	16	Lower the Defense of all enemies.	None
Cloudy Feather	10	16	Lower the Magic of all enemies.	None
Pointed Feather	10	16	Lower the Magic Defense of all enemies.	Cloudy Feather
Pumice Feather	10	38	Cast Haste on the party.	None
Ma'at's Feather	10	0	View detailed information about one enemy.	None
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

BATTLE SYSTEM

FINAL FANTASY X-2 features combat and exploration systems that are easy to grasp, yet deep in management and customization. This chapter contains full explanations of the systems you must learn and master to win the game. By reading this section thoroughly, you will become better prepared to dive into the exciting fantasy world presented in this game.

CONTROLLER FUNCTIONS

FIELD CONTROLS	
D-pad/Left Stick	Move character
X	Speak to person/Search/Action
Circle	Jump or climb raised or cliff surface
Square	Speak to person (Special Events)
Triangle	Open menu
START	Pause
MENU CONTROLS	
D-pad/Left Stick	Move cursor
X	Select/Confirm
Circle	Cancel/Exit Menu
R1	Next Character (Equip screens)
L1	Previous Character (Equip screens)
R2	Scroll to next screen (Item, accessory, and other lists)
L2	Scroll to the previous screen (Item, accessory, and other lists)
BATTLE CONTROLS	
D-pad/Left Stick	Move cursor/target ally, enemy, groups
X	Confirm command or highlighted item
Circle	Cancel
Triangle	Skip character turn
R1	Special Attack (e.g., Trigger Happy)
L1	Change dresspheres
R2	Scroll to next screen (Item and ability lists)
L2	Scroll to previous screen (Item and ability lists)

MAIN MENU FUNCTIONS

Press Triangle to open the main menu while the party is standing in the field. The menu is not available during combat or cinematic events.



ITEMS

Enables you to view, sort, and use items and view key items. Refer to the "Items and Items Shops" chapter for further information on the procurement and use of items.

WHITE MAGIC

Spells and Abilities learned by equipping the White Mage dressphere can be used outside of combat to restore HP, heal status ailments, and recover fallen characters. This command only becomes available once the White Mage dressphere is obtained. See the "Garment Grids & Dresspheres" chapter for details on White Magic abilities.

EQUIP

Equip or change the equipment of any character. Choose the Equip command, then choose a character to equip. While in the Equip sub-screen, press the R1 or L1 button to switch to the next or the previous character. The Equip sub screen presents a full status display for the character, whereupon you can view a complete list of statistics (such as a character's current HP, MP, Level, Strength, Magic, Defense, etc). You can also see the total experience gained and the amount required before a character will reach the next level. The selected character's current combat commands and auto-abilities are displayed in the lower-right corner of the screen. When you change a character's dressphere and accessories, the status, commands and auto-abilities possessed by the character may change. Decrease in status is indicated when any attribute turns red; an increase is indicated by blue colored attribute.

GARMENT GRIDS

The Garment Grid sub-screen enables you to place dresspheres on Garment Grids. Select the Garment Grid to arrange, then choose dresspheres to insert in the nodes on the Garment Grid. In the lower-right corner of the Garment Grid sub-screen, the description of the garment grid is displayed. The description also contains information on any abilities or auto-abilities gained by the character when the garment grid is equipped. Blue, red, yellow and green symbols on Garment Grids indicate the locations of gates. When a character performs a spherechange during combat, the line between the previous dressphere and the next one begins to glow. If a gate is located along this line, the character gains the associated ability or benefit listed in the description. Select the Auto command and the game will automatically place a set of dresspheres on the Garment Grid. Use the Rearrange option to move one dressphere or switch two dresspheres already set on the Garment Grid. Remove All clears all dresspheres from the grid. Please refer to the "Garment Grids & Dresspheres" chapter for more detailed information on using Garment Grids and gates.

ABILITIES

This menu allows you to change the abilities that a character will learn while using a certain dressphere. Select the Abilities command, then choose a character. The sub screen displays a list of all available dresspheres and the character's progress percentage toward mastering each. Also displayed are the character's status, battle commands, and auto-abilities. Move the cursor down the list of available dresspheres, and the character's status and commands will change to show how each dressphere alters the character's status when equipped. While on this screen, you can switch to the next or previous character by pressing the R1 or L1 buttons.

To select abilities to learn, highlight a dressphere and press the X button. On the list of abilities, highlight the ability you want to learn next while the dressphere is equipped and press the X button. Doing so highlights the ability in a swirling yellow color. Any Ability Points (AP) gained while the dressphere is in use will then be applied to the selected ability. While viewing this screen, press the R1 or L1 buttons to scroll to the next or previous dressphere. Read the "Garment Grids & Dresspheres" chapter to learn more about the various functions of the abilities of all the dresspheres.

ACCESSORIES

View and sort the accessories possessed by the party. Accessories are equipped by using the Equip sub-screen. This screen enables you to view the descriptions of each accessory and to sort the inventory. For more information and a full listing of accessories, read the "Accessories" chapter.

DRESSPHERES

This option enables you to view the dresspheres in your possession and read detailed descriptions of the abilities each one bestows on a character equipping it.

CONFIG

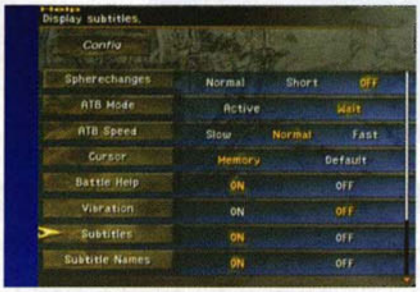
The Config menu features several options that enable you to alter the gameplay experience in various ways.

Spherechanges: When a character changes dresspheres during battle, the battle changes briefly to "Wait" mode and a short transformation cinema plays. This option allows you to change the length of the cinema. When the function is set to "OFF," each transformation is shown only once in its entirety. Thereafter, the character transformation is instantaneous.

ATB Mode: When set to "Active," this function allows enemies to attack continuously regardless of what you're doing. When set to "Wait," time pauses while you choose abilities or items to use.

ATB Speed: Battle timer gauges will charge more quickly or more slowly depending on how this option is set. The change also affects Enemy turns, for better or worse. Slowing down battles allows for more time to enter combat commands for each character.

Cursor: In the "Default" setting, this option resets the cursor to the top option of each battle menu, item listing, and ability listing, but when set to Memory, the cursor is set to the last command issued or the last item or ability used. The Memory function makes it faster and easier to repeatedly cast the same spell or use the same ability.



Battle Help: The help window displayed at the top of the screen during a battle can be toggled on or off.

Vibration: The vibrating function of the controller can be turned on or off.

Subtitles: The subtitles that appear at the bottom of the screen during scenes can be turned on or off.

Subtitle Names: Shows or hides the name of the speaker when each subtitle is displayed during scenes of dialogue.

Guide Map: Toggles the guide map normally displayed in the upper-left corner of the screen during field mode on or off. The on-screen map provides an outline shape of the surrounding area, making it easier to spot side areas, entrances, and exits.

Sound: Changes the quality of sound to best suit televisions with stereo or monaural sound.

Screen Position: Corrects screen position errors that may occur on some smaller televisions. Move the cursor to highlight the Adjust option, then hold the Square button and use the D-pad to adjust the centering of the screen image. To return to the default position, highlight the position and press the Square button.

BASIC GAME PROGRESSION

Beginning a game of *FINAL FANTASY X-2*, the player assumes the awesome challenge of guiding a group of three especially talented ladies through a spectacular fantasy world. The story begins with the entertaining premise that the summoner who defeated Sin in the previous game has shed her robes to become a sphere hunter. A sphere hunter is an adventurer who travels Spira in search of rare spheres that bestow new abilities on the user and sometimes contain ancient recordings from the world's mysterious past. However, as strange events begin to occur and the political climate of Spira changes, the heroines' quest becomes deeper and more intense.





Throughout this journey, your job is to guide the player character group, or party, from location to location, searching for items that will aid you in battle or enable new abilities in combat. As you pass through areas, the screen may suddenly freeze and shatter as enemies appear and attack the party. Such random battles are called "encounters." As you conquer enemies, the characters gain Experience Points (EXP) and Ability Points (AP) that enable them to learn new skills and fight with greater speed and prowess. When certain events are triggered, the party must fight and defeat one or more unique enemies of superior strength and attack abilities, referred to as "bosses." Each boss defeated brings you one step closer to the conclusion of the quest.



STORY COMPLETION

Progression through *FINAL FANTASY X-2* is also measured by a new story completion system. As the party visits various locations in Spira, scenes can be triggered by moving to certain spots or by speaking to certain non-player characters, or NPCs. During some scenes, the game awards completion percentage points. These points are displayed whenever you save or load your game, and enable you to track the total amount of the game that you have experienced. Completion points factor into the ending you will view at the end of the game.



CHAPTERS

Another new method *FINAL FANTASY X-2* uses to track progress is the "Chapter" system. When the game begin you start Chapter 1. After visiting a few key locations, marked on the airship Celsius's maps as "Hotspots," the stor will progress to the point where visiting additional locations will enable you to advance through the chapter. Once chapter is completed, new events, items and enemies become available in all areas of Spira. Thus, you can complete chapter very quickly or very slowly, whichever you prefer. Be warned, however, that if you jump from Hotspot Hotspot without visiting other locations in between, the game's difficulty will increase dramatically.

COMPLETING THE GAME



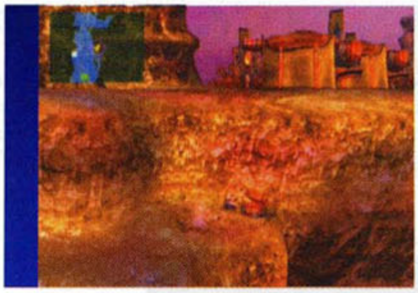
As you complete chapters and engage in the events of Chapter 5, which features some of the most powerful boss monsters in the game, you will draw closer to the final confrontation with the enemy known as the final boss. If victorious against this enemy, the story completion percentage points are tallied and weighed against various decisions made at crucial points in the game. Thereafter, you will view one of many endings that best reflects your progress and choices during the game. *FINAL FANTASY X-2* is a game in which you cannot experience every event in a single game, due to the fact you must make choices that affect certain scenes. However, with diligent exploration and completion of certain side quests, it is possible to accumulate all 100% story completion in a single game. These are all aspects of the game that you must keep in mind while playing.



EXPLORATION

Throughout the game, you must navigate the main character, Yuna, through various areas in search of items to aid in this quest. Yuna represents the position of the entire party on the map. The rest of the party, Rikku and Paine, will not appear on-screen until a cutscene or a battle is triggered.

Knowing how to search wisely and efficiently can reduce game time. Items that you can find are contained in treasure chests. Some treasure chests are positioned in obvious locations and are easy to locate. Other chests are cleverly tucked behind obstacles that make them difficult to see. As you move the player character around some areas, you'll notice that the camera moves relative to the character's position on-screen. Sometimes if you move to the forward portion or rear of an area, the camera will switch to a new position, enabling a different view that reveals the location of a hidden or obscure treasure chest or item. For this reason, it is important to move the player character all around a map as you cross through any area.





As you progress from one chapter to the next, each area becomes refilled with all new treasure chests. Sometimes the exact same chests become refilled with new items. Other chests will disappear at the end of a certain chapter, whether they've been opened or not, and new chests will appear in completely different locations on the map. For this reason, it is important to revisit every location in every chapter. With this method, you can supply the characters with enough items and accessories to carry them through any battle.



While exploring areas and defeating enemies, it's important to touch the blue, glowing Save Spheres scattered throughout Spira. Not only does a Save Sphere enable you to preserve your game progress, it also restores the entire party to full HP and MP and heals status ailments. Save Spheres enable your party to remain strong even while passing through dangerous areas where random encounters are frequent and draining on the characters' health.

NON-PLAYER CHARACTERS

During your exploration of Spira, speak to local citizens and shop clerks standing or walking around the area. These NPCs include any character who does not become an active fighter that you can control in the combat party. Therefore, NPC refers to every person in the game except for Yuna, Rikku, and Paine.





By speaking to NPCs in every location, you may come to understand the history and purpose of each region. If the person is an important or key NPC, you may actually trigger a dialogue event by speaking with them. Dialogue events may divulge clues as to what tasks you should be performing to benefit the region or your party. These scenes may also signal the start of important missions. By completing missions assigned to you by NPCs, you will develop stronger relationships with these characters that should prove mutually beneficial to your party in terms of gaining new items, dresspheres, accessories, and Garment Grids. So don't hesitate to help out strangers you meet in the wilderness, because good deeds shine back on you even if it may take a while.

MANAGING THE PARTY

During combat and while walking in the field, your job is to keep Yuna, Rikku, and Paine healthy and equipped in preparation for the next encounter. Press the Triangle button to open the main menu and use the options to consume items for the restoration of Hit Points (HP) and Magic Points (MP), or to remove status ailments inflicted on your characters by enemies, which sometimes linger after battle. Equip your characters with Garment Grids that benefit your characters with additional abilities and auto-abilities. Each character can also be fitted with up to two additional accessories that enable abilities and beneficial auto-abilities for use in combat.



Perform such management activities continuously as you progress in the game to ensure that all of your characters are prepared for any sudden encounters with fiends or foes that are difficult to defeat.

BALANCING THE PARTY

Garment Grids have nodes whereupon you can set dresspheres. Each character can equip one dressphere at a time. You can change the dressphere equipped by the character between battles using the menu, or in the midst of battle by pressing the L1 button during the character's combat turn. While a character has a dressphere equipped, she can learn and perform a certain set of abilities.





Each dressphere bestows the character who equips it with amazing combat skills, but also limitations. For instance, a White Mage can heal the entire party every single round without consuming MP, but is incapable of attacking the enemy. A Black Mage can perform powerful spells that inflict damage on enemies, but is normally incapable of performing physical attacks. A Warrior can use physical attacks as well as magically-charged sword skills, but cannot cast spells like a Black Mage nor heal like a White Mage. A Thief has the ability to steal items and money, called gil, from enemies. However, the physical attacks of a Thief are far less damaging than those of a Warrior.



Due to these strengths and weaknesses of all dresspheres, it's important to equip your characters so that the three can combine their abilities in ways that compliment one another. One of the better combinations of dresspheres to equip for any boss battle is Black Mage, White Mage, and Thief. With this trio, the White Mage will keep the party healthy while the Black Mage damages the boss for massive amounts of HP with spells. Once the Thief steals rare or normal items from the boss, she can assist the Black Mage in defeating the boss. This is just one example of how dresspheres can be equipped among the three characters to balance the abilities of the party for greater combat efficiency.

Because any character can change to a more suitable dressphere in the middle of combat, there is no reason to remain tied to one particular set of abilities. For instance, if a Black Mage runs out of MP and does not have the means to recover spell casting points, change to a dressphere such as Warrior so that the character can continue to attack every round without need for MP. To be best prepared to change your characters' dresspheres during combat, pay attention to the placement of dresspheres on each of the character's Garment Grids.

BATTLES

Combat is the key to character development and game progression. Battles occur randomly as you cross through areas, or they can be triggered by certain events or by contact with certain characters. Random battles usually involve weaker enemies. All enemies are listed in the "Fiends and Enemies" chapter with statistics detailing their strengths and weaknesses. By using an enemy's weaknesses against it, you should become able to defeat most enemies easily.





Unique enemies of particularly powerful strength and little weakness that are encountered through events are called boss monsters. Such enemies are also detailed in the "Fiends and Enemies" chapter. However, the "Chapters" walkthrough section also contains detailed strategies for overcoming such foes.

INSIDE THE BATTLE!

The rest of this section describes, step by step, how to fight a battle and adjust your strategy to overcome enemies in a quick and efficient manner every time. Turn by turn, we'll describe how to enter a battle, how to observe enemy behavior, and how to rise to the challenge.

THE BATTLE SCREEN



COMBAT TURNS AND ROUNDS

When combat begins, the flow of battle commences in turns and rounds. Each character's ATB Gauge is displayed in the lower-right corner of the combat menu. When the timer gauge fills completely, the character becomes entitled to a combat turn. On a character's turn, you can use her personalized menu to enter commands to be executed. When an enemy attacks or performs an action, it is also referred to as their turn. Due to the ATB system, some characters or enemies can have multiple turns before the end of one combat round.

INITIAL ACTIONS



During a character's turn, the command menu is displayed in the lower-left corner of the screen. The command menu is tailored to the abilities of the dressphere that the character is equipped with. Use the D-pad or analog stick to highlight a command, and press the X button to select it. The character will then execute the command chosen.

Most dresspheres enable the user to perform a simple physical Attack. Start the battle by attacking an enemy, and watch the results.



If the enemy sidesteps your first attack and you see the word "MISS" appear on-screen, it may just be luck on the enemy's part. Try another attack on your next turn, and see if you can cause some damage this time. If the attack misses the enemy again, it may be that the foe possesses a high Evasion. In that case, you should resort to using magic spells to attack, because they rarely miss. If spells are not at your disposal, there are abilities with status effects available on certain dresspheres that enable you to slow down an enemy or reduce its Evasion. If such an ability proves effective, you should be able to attack the enemy and land a hit.

If your physical attacks land on the foe, but the enemy suffers minimal damage, it may be that the enemy bears a high Defense. Again, you should switch to magical attacks to compensate for the enemy's high Defense. If you can't hurt foes one way, you can surely hurt them another way.

CASTING MAGIC



If you've determined that an enemy is invulnerable to physical damage, it's time to switch to magic. You can't cast magic until you find suitable dresspheres such as White Mage and Black Mage. Both of these dresspheres are obtained by completing missions in Chapter 1. If a character is not already equipped with the Black Mage dressphere at the start of the battle, use the spherechange command to change dresspheres. During a character's turn, press the L1 button to access the character'sspherechange menu. You can select and transform into a dressphere that is one node away from the one currently equipped. Change to a Black Mage, who can use attack magic.



Once the transformation is complete, a Black Mage should be immediately ready to cast spells. On her turn, open the Black Magic menu and select a spell to cast. When using magic, you can target one foe or all foes. To target the entire enemy party with a spell, move the analog stick left until flashing arrows appear next to the names of all the enemies. Targeting a spell at multiple enemies will reduce the effect of the magic, causing less damage to foes.

Casting a spell requires additional time to prepare. Once you've chosen a spell and commanded your character to perform this action on her turn, a second gauge appears next to her name on-screen. When this gauge fills, your character will unleash the magic you desire. Unfortunately, enemies have the ability to affect the time required for a Black Mage to cast a spell. If an enemy attacks a Black Mage, the timer gauge will stop filling for the time it takes for your character to recover her posture following the force of the blow. If a mage's gauge is full and the enemy attacks at the moment your character tries to cast the spell, this can delay your action for another full second. You can reduce the time required to cast spells by learning abilities such as Black Magic Lv.2 and Black Magic Lv.3.



When the Black Mage finally casts a spell, watch the effects. If the enemy or enemies suffer significant damage as a result of the spell, then magic use may be a more suitable strategy than physical attacks.

ELEMENTAL PROPERTIES OF MAGIC



Black Magic spells and other abilities that use the powers of Fire, Blizzard, Thunder, and Water all operate on elemental properties. As long as a foe does not have any inherent resistance to a spell, this doesn't affect a character's ability to damage it with magic. However, some enemies have the ability to halve damage from certain types of magic, or they may even be immune to the effects of a certain element. Enemies may even be able to *absorb* certain elements, thereby receiving healing effects from the spell!

For all these reasons, it's important to understand the elemental strengths and weaknesses of your foes ahead of time and use magic wisely. A Gun Mage can use the Scan ability to determine the elemental strengths and weaknesses of any unknown creature, so it is extremely helpful to have a Gun Mage present when using Black Magic.

MAGICAL PROTECTION



If neither magic spells nor physical attacks are causing normal amounts of damage to a foe, it is very likely that the enemy just has high Defense and Magical Defense. You can check this by using a Gun Mage's Scan ability. Any status effects that the enemy is currently benefiting from will be displayed directly under its main data in the upper right-hand window. If these benefits are the result of a spell or special ability, then you can remove these effects with a White Mage's Dispel spell, a Dispel Tonic, or other items and abilities that allow the user some form of Dispel.

However, some enemies benefit from these status effects permanently. For example, a foe may be in a constant state of Haste, or may be sheltered by a constant Protect effect. Use the strategies described below to counter whatever beneficial status the enemy has.

PROTECT

Reduces the amount of damage received from physical attacks. Use Dispel or cast spells to increase Strength.

SHELL

Reduces the amount of damage received from magic spells. Use Dispel or cast spells to raise Magic.

REGEN

Regenerates small amounts of HP gradually. Use Dispel or attempt to inflict Poison status.

REFLECT

Spells will bounce back to the opposing side. Spells can only be reflected once, so cast Reflect on your own party members. Target your spells at your party, and the spell will bounce off to damage the enemy. You can also cast Dispel on the enemy.

HASTE

The speed of the enemy is raised to such a degree that it attacks more frequently during battle. This can be nullified by casting Dispel on the enemy. Another tactic would be to cast Slow on the enemy, which replaces the enemies' Haste effect with the Slow effect.

CHAIN ATTACKS



If two or more characters in the party execute their attacks, spells, or abilities consecutively, a "chain attack" is formed. Chain attacks cause greater damage to the enemy than usual, and provide a way to maximize physical attacks. Each chain attack causes slightly more damage than the last. Thus, if you can string together a series of consecutive attacks, the damage will increase more than the normal amount of damage inflicted by a lone attack. The easiest way to do this is with a Gunner's Trigger Happy ability. With three Gunners in the party, you may be able to execute three consecutive Trigger Happy attacks and never let the enemy have a turn!

Attacks do not have to strike the target at the exact same time. A chain attack will occur as long as the second attack occurs before the enemy fully recovers its normal posture after the first attack.



Enemies are also capable of using chain attacks against your characters. If one or more enemies are attempting a prolonged chain against one of your characters, try to break the chain by attacking the enemy. But remember, some enemy chains cannot be interrupted.

RECOVERY

After an attack, damage has usually been done to your party. Hit Points can be recovered by using the Pray or Cure abilities of a White Mage or by consuming Potions, Hi-Potions, X-Potions, Mega-Potions, or Megalixirs.



Using either spells or potions to recuperate requires extra time to prepare and execute, so don't let your characters drop to low HP before healing them. When characters drop below 25% of their maximum HP, their HP display turns yellow and they stumble in pain. Administer recovery spells or items immediately to avoid a "KO." Casting Life magic or using Phoenix Down items can revive fallen characters, but you'll need to use one turn to revive and yet another turn to heal, because a character rarely comes back to life in good condition. Avoid the hassle of KO by staying above critical status.



Stronger restorative items should be reserved for the latter stages of the game, where many enemies have the ability to take down lots of HP with single attacks. Unless the enemies are reducing the HP of your characters close to zero during every single round, there is no reason to recover HP until an emergency situation arises. Use your combat turns to attack enemies, and tend to the matter of healing characters and removing status ailments between battles.

STATUS AILMENTS

Enemies are capable of affecting the combat abilities of the characters by using attacks or spells that inflict status ailments. Once a character is affected by a status, achieving victory is more difficult. Once afflicted with a status ailment, icons will appear over the characters' heads. Characters may also flash in strange colors to indicate some kind of affliction.



If a character becomes partially disabled by status, use the affected character's next turn to consume a curative item or cast an Esuna spell. An Esuna spell will remove most status ailments from a character, but the MP cost and extra time required to cast the spell make this a less attractive option in the heat of fast-paced battles.

Items can be used to cure status ailments more rapidly but also take a certain amount of time to use in battle. A Remedy item takes care of all the same status impairments as an Esuna spell. However, Remedy potions cannot be purchased and are difficult to find in the early stages of the game. You can easily purchase status-specific cures such as Antidotes, Eye Drops, Echo Screens, etc. at most shops to remove what ails your party.

If you determine that an enemy is susceptible to any type of status ailment, don't hesitate to inflict the enemy with some ailment if possible.

CURABLE STATUS AILMENTS

STATUS	DESCRIPTION	CURE
Poison	Suffers damage at set intervals.	Antidote, Remedy, Esuna
Darkness	Reduced accuracy of physical attacks.	Eye Drops, Remedy, Esuna
Silence	Cannot cast spells or sing.	Echo Screen, Remedy, Esuna
Sleep	Cannot participate in battle.	Physical attack, Remedy, Esuna
Petrification	Cannot participate in battle.	Soft, Remedy, Esuna
Confusion	Actions are unpredictable and uncontrollable.	Physical attack, Remedy, Esuna
Berserk	Increased Strength, but attacks enemies impulsively and uncontrollably.	Remedy, Esuna
Pointless	No AP is earned during battle, and no EXP is earned after battle.	Holy Water, Remedy, Esuna
Curse	Cannot spherechange.	Holy Water, Remedy, Esuna
Itchy	Cannot use any command but spherechange.	Holy Water, Remedy, Esuna, Spherechange to new dressphere.
Slow	ATB gauge takes longer to fill.	Remedy, Esuna, wears off
Stop	ATB gauge stops.	Remedy, Esuna, wears off
KO	Cannot participate in battle.	Phoenix Down, Life magic

INCURABLE STATUS AILMENTS

STATUS	DESCRIPTION
Auto-Life	The ally or enemy recovers from KO status automatically.
Doom	The target dies after three combat rounds.
Eject	An ally or enemy is permanently removed from a battle.
Invincible	Cannot suffer damage.
Null Magic	Cannot suffer damage or status ailment via magic.
Null Physical	Cannot suffer damage or status ailment via physical attack.

ACCESSORIES

In addition to a Garment Grid and a Dressphere, each Gullwing can equip two accessories from the Equip sub-screen. Accessories are a type of equipment that benefit the character wearing them, either by raising status attributes (such as HP, MP, Strength, Defense, etc.), or by preventing status ailments inflicted by fiends. Some accessories can also add the benefit of casting spells or using additional abilities. When using accessories, be sure to check what abilities they grant as they can be very helpful throughout the game.

OBTAINING ACCESSORIES

The unique and tough opponents known as "bosses" usually drop accessories. Sometimes, however, a character can steal accessories from certain fiends. Accessories are found in many of the treasure chests located throughout Spira. Basic accessories are sold at most shops throughout Spira, also. As you progress through the game, better shops begin to sell better accessories. However, it's also a matter of keeping in touch with the right merchants…



VIEWING ACCESSORIES

After acquiring some accessories, press the Triangle button to enter the Main Menu and open the Accessories sub-screen. Highlight any accessory on the list to view its description. While an accessory's description provides some insight into its function, there are sometimes hidden benefits or penalties that come with equipping an accessory. You can even sort the accessories manually or automatically. To sort accessories manually, press the X button. One cursor stays at the accessory you choose to move and another cursor appears on-screen. Move the second cursor to the accessory or the slot where you want to place the accessory within the list. Press the X button again to move the accessory. To sort automatically, cancel out of the Examine option and choose Sort. The accessories are then reorganized based on function and value.



Another way to view accessories is to equip them on a character in the Equip sub-screen. To get a better idea of how an accessory will affect a character's status, highlight an empty accessory slot and scroll through the list of available accessories. The description of the accessory appears at the top of the screen. Any auto-abilities that the accessory adds are displayed in the blue window in the lower-right corner of the Equip sub-screen. Additionally, watch for changes in the character's statistics, such as HP, MP, Strength, Defense, etc. When a stat turns blue, it means the accessory increases the stat. If a stat turns red, equipping the accessory actually lowers it. When equipping accessories, it's extremely important to consider all of the positive and possibly negative effects the accessory will have on a character.



LIST KEY

Name	The name of the accessory as it appears in the game.
Description	The use of the item.
Buy	The accessory can be purchased at a shop for the amount of gil listed. Accessories without a number cannot be bought; they can only be found or stolen.
Sell	The amount of gil an accessory can be sold for at any shop.

NAME	DESCRIPTION	EFFECT	BUY	SELL
Adamantite	Provides incredible defense but is miserably heavy.	HP +100%, Defense +120, Magic +120, Agility –30, Auto-Wall	NA	10
Amulet	Raises Magic by 10.	Magic +10	1000	250
Angel Earrings	Guards against Death.	Defense +5, Magic Defense +5, Deathproof	5000	1250
AP Egg	Triples the amount of AP earned.	Luck +15, Triple AP	NA	10
Arcane Lore	Use **Arcana** abilities learned as a Dark Knight.	Magic +12	50000	12500
Arcane Tome	Cuts the time required for Arcana by 40%.	MP +10%, Agility +5, Turbo Arcana	NA	10
Beaded Brooch	Guards against Silence and Darkness.	Defense +8, Magic Defense +8, Sense Preserver	10000	2500
Black Belt	Raises Strength and Defense by 20.	Strength +20, Defense +20	NA	2000
Black Choker	Guards against Confusion.	Defense +4, Magic Defense +4, Confuseproof	4000	1000

NAME	DESCRIPTION	EFFECT	BUY	SELL
Black Lore	Use **Black Magic** abilities learned as a Black Mage.	Magic +12	50000	12500
Black Ring	Nullifies gravity damage. User can cast Demi.	HP +10%, MP +10%, Gravityproof	NA	2500
Black Tome	Black Magic requires 40% less time. User can cast Osmose.	MP +10%, Agility +5, Turbo Black Magic	NA	10
Blind Shock	Adds Darkness to attacks and skills. User can cast Blind.	Strength –5, Magic +3, Darktouch	15000	3750
Bloodlust	Horrific invention said to make its bearer fight to the death.	HP –40%, MP –40, Strength +60, Magic –50, Magic Defense –50, Kijo's Soul (generates a constant Poison and Berserk status on character during battle)	NA	10
Blue Ring	Halves water damage. User can cast Water.	Magic +4, Water Ward	3000	750
Bushido Lore	Use **Bushido** abilities learned as a Samurai.	Strength +12	50000	12500
Bushido Tome	Cuts the time required for Bushido by 40%.	HP +10%, Agility +5, Turbo Bushido	NA	10
Cat Nip	A seemingly ordinary jewel, but when the going gets tough...	SOS ???? (character strikes for 9999 damage when HP is low)	NA	10
Cat's Bell	Automatically recover HP while walking.	HP +15%, HP Stroll	NA	10
Cerulean Ring	Converts water damage to HP. User can cast Waterga.	Magic +10, Water Eater	10000	2500
Champion Belt	Raises Strength and Defense by 40.	Strength +40, Defense +40	NA	2500
Chaos Shock	Adds Confusion to attacks & skills. User can cast Confuse.	Strength –5, Magic +5, Confusetouch	15000	3750
Charm Bangle	Eliminates random enemy encounters.	Luck +10, No Encounters	NA	10
Circlet	Raises Magic and Magic Defense by 10.	Magic +10, Magic Defense +10	4000	1000
Crimson Ring	Converts fire damage to HP. User can cast Firaga.	Magic +10, Fire Eater	10000	2500
Crystal Ball	Raises Magic by 50.	Magic +50	NA	3000
Crystal Bangle	Raises max HP by 100%.	HP +100%	NA	2000
Crystal Gloves	Raises Defense by 60.	Defense +60	NA	2000
Defense Bracer	Generates constant Shell and Protect effects.	Auto-Wall	NA	10
Defense Veil	Raises Magic Defense by 20.	Magic Defense +20	1000	250
Diamond Gloves	Raises Defense by 40.	Defense +40	6000	1500
Dragonfly Orb	Guards against Stop.	Defense +4, Magic Defense +4, Stopproof	4000	1000
Dream Shock	Adds Sleep to attacks and skills. User can cast Sleep.	Strength –5, Magic +3, Sleeptouch	15000	3750
Electrocutioner	Adds lightning and water elements to attacks and skills.	Strength +10, Lit./Water Strike	NA	10
Enterprise	Insignia of health. Allows max HP to exceed 9999.	Break HP Limit	NA	10
Faerie Earrings	Guards against Confusion and Berserk.	Defense +8, Magic Defense +8, Sanity Preserver	10000	2500
Favorite Outfit	Guards against Itchy.	Evasion +10, Luck +10, Itchproof	4000	1000
Fiery Gleam	Adds fire element to attacks and skills.	Strength +8, Firestrike	3000	750
Force of Nature	Adds all elements to attacks. Turns elemental damage to HP.	Omnistrike	NA	10
Freezerburn	Adds fire and ice elements to attacks and skills.	Strength +10, Fire/Ice Strike	NA	10
Fury Shock	Adds Berserk to attacks and skills. User can cast Berserk.	Strength –5, Magic +5, Berserktouch	15000	3750
Gauntlets	Raises Strength and Defense by 5.	Strength +5, Defense +5	2500	625
Glass Buckle	Guards against Poison and Sleep.	Defense +8, Magic Defense +8, Health Preserver	10000	2500
Gold Anklet	Guards against Petrification.	Defense +4, Magic Defense +4, Stoneproof	5000	1250
Gold Bracer	Raises max MP by 60%.	MP +60%	4000	1000
Gold Hairpin	Halves MP cost during battle.	Magic +20, Half MP Cost	NA	10
Gris-Gris Bag	Guards against Curse.	Defense +4, Magic Defense +4, Curseproof	4000	1000
Haste Bangle	Casts Haste when HP is low.	SOS Haste	NA	750
Heady Perfume	Leblanc's secret weapon. Dated, but still good for a high.	MP +20%, Magic +5, Defense +10, Magic Defense +10, Agility +2, Luck +10, HP/MP Stroll	NA	10
Hyper Wrist	Raises Strength by 30.	Strength +30	NA	2000
Hypno Crown	Raises Magic and Magic Defense by 20.	Magic +20, Magic Defense +20	NA	2000
Icy Gleam	Adds ice element to attacks and skills.	Strength +8, Icestrike	3000	750
Invincible	Insignia of destruction. Allows max damage to exceed 9999.	Break Dmg. Limit	NA	10
Iron Bangle	Raises max HP by 20%.	MP +20%	500	125
Iron Duke	Forged in the belief that power is but a number.	HP +100%, MP +100%, Strength +100, Magic +100, Defense +100, Magic Defense +100, Agility +10, Accuracy +100, Evasion +100, Luck +50	NA	10

NAME	DESCRIPTION	EFFECT	BUY	SELL
Kaiser Knuckles	Raises Strength by 50.	Strength +50	NA	3000
Key to Success	Tobli's guide to getting all one's desires at twice the speed.	HP +100%, MP +100%, Luck +100, Double All (doubles AP, EXP, gil & items earned, and general effectiveness of recovery, elemental, & non-elemental items)	NA	10
Kinesis Badge	Guards against Slow and Stop.	Defense +8, Magic Defense +8, Time Preserver	10000	2500
Lag Shock	Adds Slow to attacks and skills.	Strength –5, Slowtouch	15000	3750
Lightning Gleam	Adds lightning element to attacks and skills.	Strength +8, Lightningstrike	3000	750
Lure Bracer	Raises the frequency of random enemy encounters.	Strength +15, More Encounters	NA	10
Minerva's Plate	Dramatically increases magic power... but what's the point?	MP +100%, Strength –80, Magic +100, Turbo Black Magic, Gain 0 AP, Gain 0 EXP, use any Black Magic already learned.	NA	10
Moon Bracer	Generates constant Shell effect.	Auto-Shell	NA	10
Mortal Shock	Adds Death to attacks and skills. User can cast Death.	Strength –6, Magic +5, Deathtouch	NA	10
Muscle Belt	Raises Strength and Defense by 10.	Strength +10, Defense +10	4000	1000
Mute Shock	Adds Silence to attacks and skills. User can cast Silence.	Strength –5, Magic +3, Silencetouch	15000	3750
Mystery Veil	Raises Magic Defense by 40.	Magic Defense +40	6000	1500
Mythril Bangle	Raises max HP by 60%.	HP +60%	NA	1500
Mythril Gloves	Raises Defense by 20.	Defense +20	1000	250
Nature's Lore	Use **Instinct** abilities learned as a Berserker.	Strength +12	50000	12500
Nature's Tome	Cuts the time required for Instinct by 40%.	HP +10%, Agility +5, Turbo Instinct	NA	10
NulBlaze Ring	Nullifies fire damage. User can cast Fira.	Magic +6, Fireproof	8000	2000
NulFrost Ring	Nullifies ice damage. User can cast Blizzara.	Magic +6, Iceproof	8000	2000
NulShock Ring	Nullifies lightning damage. User can cast Thundara.	Magic +6, Lightningproof	8000	2000
NulTide Ring	Nullifies water damage. User can cast Watera.	Magic +6, Waterproof	8000	2000
Oath Veil	Raises Magic Defense by 60.	Magic Defense +60	NA	2000
Ochre Ring	Converts lightning damage to HP. User can cast Thundaga.	Magic +10, Lightning Eater	10000	2500
Pearl Necklace	Guards against Pointless.	Defense +4 , Magic Defense +4, Pointlessproof	4000	1000
Pixie Dust	Raises Magic by 40.	Magic +40	NA	2500
Potpourri	Guards against Berserk.	Defense +4 , Magic Defense +4, Beserkproof	4000	1000
Power Gloves	Raises Strength by 40.	Strength +40	NA	2500
Power Wrist	Raises Strength by 20.	Strength +20	6000	1500
Pretty Orb	Guards against Slow.	Defense +4, Magic Defense +4, Slowproof	4000	1000
Rabite's Foot	Raises Luck by 100.	Luck +100	NA	10
Ragnarok	Insignia of magic. Reduces MP cost to zero during battle.	Spellspring	NA	10
Recovery Bracer	Generates constant Regen effect.	Auto-Regen	NA	10
Red Ring	Halves fire damage. User can cast Fire.	Magic +4, Fire Ward	3000	750
Regal Crown	Raises Magic and Magic Defense by 40.	Magic +40, Magic Defense +40	NA	2500
Regen Bangle	Casts Regen when HP is low.	SOS Regen	3000	750
Ribbon	Guards against all status ailments.	Ribbon	NA	10
Rune Bracer	Raises max MP by 100%.	MP +100%	NA	1500
Safety Bit	Guards against Petrification and Death.	Defense +12, Magic Defense +12, Life Preserver	10000	2500
Shining Bracer	Generates constant Protect effect.	Auto-Protect	NA	10
Shmooth Shailing	Protects against all status ailments, but it's Hypello, so...	Defense +30, Magic Defense +30, Super Ribbon (generates a constant Slow effect on character)	NA	10
Short Circuit	Converts lightning and water damage to HP.	Magic +10, Magic Defense +10, Lit./Water Eater	NA	10
Silver Bracer	Raises max MP by 40%.	MP +40%	500	125
Silver Glasses	Guards against Darkness.	Defense +4, Magic Defense +4	3000	750
Snow Ring	Converts ice damage to HP. User can cast Blizzaga.	Magic +10, Ice Eater	10000	2500
Soul of Thamasa	Strengthens spells but doubles their MP cost.	Magic +15, Magic Booster (increases spell's effectiveness 1.5x normal amount)	NA	10

NAME	DESCRIPTION	EFFECT	BUY	SELL
Speed Bracer	Generates constant Haste effect. User can cast Hastega.	Auto-Haste	NA	10
Sprint Shoes	Act at the beginning of battle. User can cast Haste.	Agility +10, First Strike	NA	10
Star Bracer	Generates constant Reflect effect.	Auto-Reflect	NA	10
Star Pendant	Guards against Poison.	Defense +4, Magic Defense +4, Poisonproof	4000	1000
Stone Shock	Adds Petrification to attacks & skills. User can cast Break.	Strength –5, Magic +4, Stonetouch	NA	10
Silver Glasses	Guards against Darkness.	Defense +4, Magic Defense +4	3000	750
Snow Ring	Converts ice damage to HP. User can cast Blizzaga.	Magic +10, Ice Eater	10000	2500
Soul of Thamasa	Strengthens spells but doubles their MP cost.	Magic +15, Magic Booster (increases spell's effectiveness 1.5x the normal amount)	NA	10
Speed Bracer	Generates constant Haste effect. User can cast Hastega.	Auto-Haste	NA	10
Sprint Shoes	Act at the beginning of battle. User can cast Haste.	Agility +10, First Strike	NA	10
Star Bracer	Generates constant Reflect effect.	Auto-Reflect	NA	10
Star Pendant	Guards against Poison.	Defense +4, Magic Defense +4, Poisonproof	4000	1000
Stone Shock	Adds Petrification to attacks & skills. User can cast Break.	Strength –5, Magic +4, Stonetouch	NA	10
Sublimator	Converts fire and ice damage to HP.	Magic +10, Magic Defense +10, Fire/Ice Eater	NA	10
Sword Lore	Use **Swordplay** abilities learned as a Warrior.	Strength +12	50000	12500
Sword Tome	Cuts the time required for Swordplay by 40%.	HP +10%, Agility +5, Turbo Swordplay	NA	10
System Shock	Adds Stop to attacks and skills.	Strength –10, Stoptouch	15000	3750
Talisman	Raises Magic by 30.	Magic +30	NA	2000
Tarot Card	Raises Magic by 20.	Magic +20	6000	1500
Tetra Band	Reduces fire, ice, lightning, and water damage by half.	Defense +10, Magic Defense +10, Tetra Ward	NA	10
Tetra Bracelet	Converts fire, ice, lightning, and water damage to HP.	Defense +20, Magic Defense +20, Tetra Eater	NA	10
Tetra Gloves	Adds fire, ice, lightning, and water to attacks and skills.	Strength +12, Magic +12, Tetrastrike	NA	10
Tetra Guard	Nullifies fire, ice, lightning, and water damage.	Defense +15, Magic Defense +15, Tetraproof	NA	10
Tiara	Raises Magic and Magic Defense by 5.	Magic +5, Magic Defense +5	2500	625
Titanium Bangle	Raises max HP by 40%.	HP +40%	3000	750
Twist Headband	Guards against Sleep.	Defense +4, Magic Defense +4	3000	750
Venom Shock	Adds Poison to attacks and skills. User can cast Bio.	Strength –5, Magic +3, Poisontouch	15000	3750
Wall Ring	Casts Shell and Protect when HP is low.	SOS Wall	10000	2500
Watery Gleam	Adds water element to attacks and skills.	Magic +8, Waterstrike	3000	750
White Cape	Guards against Silence.	Defense +4, Magic Defense +4, Silenceproof	3000	750
White Lore	Use **White Magic** abilities learned as a White Mage.	Magic +12	50000	12500
White Ring	Halves ice damage. User can cast Blizzard.	Magic +4, Ice Ward	3000	750
White Tome	White Magic requires 40% less time. User can cast Osmose.	Agility +5, MP +10%, Turbo White Magic	NA	10
Wizard Bracelet	Automatically recover MP while walking.	MP +20%, MP Stroll	NA	10
Wring	From an ancient war. Makes its user a spellcasting machine.	HP –40%, Magic +80, Defense –20, Majo's Soul (generates a constant Poison & Haste effect on character; Black Magic spells require 50% less time to cast); use any Black Magic already learned.	NA	10
Wristband	Raises Strength by 10.	Strength +10	1000	250
Yellow Ring	Halves lightning damage. User can cast Thunder.	Magic +4, Lightning Ward	3000	750

ITEMS AND ITEM SHOPS



The term "item" refers to any object that is obtained during the game that can be used during combat or in the field to benefit your party. Dozens of items are tucked inside treasure chests located in various cities, dungeons, and wilderness areas. You can purchase many of these items from shops and merchants throughout Spira. Monsters and enemies leave behind items when defeated in battle, and additional items can be snatched from enemies by using the Thief's Steal or Mug abilities. To view item descriptions and their use in the field, access the Items sub-screen.



Key Items are required in order to trigger certain events that advance the story of the game, to access new areas, or to decode the letters of the Al Bhed language. They are displayed in a separate menu within the Items sub-screen.

ITEM TYPES

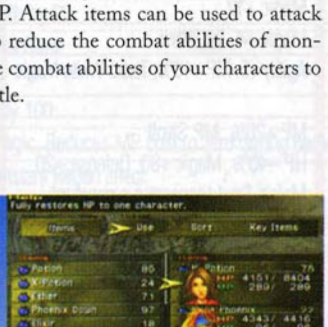
ICON	TYPE	FIELD USE	BATTLE USE	USAGE
	Recovery	Yes	Yes	Restore HP, MP, cure ailments .
	Attack Item	No	Yes	Damage enemies, inflict ailments.
	Support Item	No	Yes	Cast beneficial effects on party.
	"Greens"	No	Yes	Capture and feed chocobos.

CONSUMABLE ITEMS

Items are generally consumable goods that benefit the party in some manner, during combat or in the field. Recovery Items can be used in the field or during battle to restore lost Hit Points or Magic Points, to remove detrimental status ailments, or to revive characters who have fallen in combat. Some items that fall under the recovery category are Potions which are items used to recover a character's HP. Attack items can be used to attack enemies and inflict status ailments to reduce the combat abilities of monsters. Status items are used to raise the combat abilities of your characters to improve the chances of success in battle.

USING ITEMS

To use items in the field press the Triangle button to open the menu. Chose the "Item" option in the menu, move the cursor to highlight the appropriate item, and press the X button. When the character choice sub-menu appears, move the cursor to highlight the character who needs the item, and press the X button again. If the character does not need the benefits of the item, a buzzer will sound. If an item is designed to benefit the entire party, flashing cursors will point to all three characters.



To use items during combat, select the Item command from a character's battle menu. Scroll up or down to the desired item, then press the X button to use the item.



Using an item during combat requires one full turn, and the character who selects the item cannot act again until the next combat round.

FAST ITEM MENU SCROLLING

When your party carries many items, scrolling through the item list line by line takes longer. In the fast-paced battles of FINAL FANTASY X-2, this can become detrimental to your characters' survival. Whether you're in the Items sub-screen of the menu or the Item menu during combat, press the R2 button to scroll down one entire screen. Press the L2 button to scroll up one entire screen. Hold down either button to rapidly scroll through the entire list.

SORTING ITEMS

Items are stored in the Items sub-screen in the order in which they are received. To arrange items in a manner that makes them easier to find and use, such as during the hurried pace of a battle, cancel out of the Use function and select the Sort function. Items can be sorted by Manual or Auto methods. The Auto option arranges all items in the order predetermined by the game's design. The item lists in this chapter are arranged by the sorting of the Auto method.

If you want to make a certain item handier during combat, use the Manual method. Select the item you want to move to a new location. When the item is selected, a second cursor appears. Move the second cursor to the slot on the menu where you want to relocate the item and press the X button to move the item manually. Using this method, you can move items to blank slots or switch the locations of any two items.



Name	The name of the item as it appears in the game.
Description	The use of the item.
Buy	The item can be purchased at a shop for the amount of gil listed. Items without a number cannot be bought; they can only be found or stolen.
Sell	The amount of gil an item can be sold for at any shop.
Target	Single: The item affects one ally or enemy; All: The item affects all allies or all enemies simultaneously; Random: The item selectively affects all allies or enemies.

CONSUMABLE ITEMS LIST

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Potion	Restores 200 HP to one character.	50	12	Single
Hi-Potion	Restores 1000 HP to one character.	500	125	Single
X-Potion	Fully restores HP to one character.	NA	250	Single
Mega-Potion	Restores 2000 HP to each character.	NA	375	All
Ether	Restores 100 MP to one character.	NA	250	Single
Turbo Ether	Restores 500 MP to one character.	NA	750	Single
Phoenix Down	Revives one character from KO.	100	25	Single
Mega Phoenix	Revives the party from KO.	NA	1000	All
Elixir	Fully restores one character's HP and MP.	NA	1250	Single
Megalixir	Fully restores the party's HP and MP.	NA	5000	All
Antidote	Cures **Poison**.	50	12	Single
Soft	Cures **Petrification**.	50	12	Single
Eye Drops	Cures **Darkness**.	50	12	Single
Echo Screen	Cures **Silence**.	50	12	Single
Holy Water	Cures **Curse**, **Itchy**, and **Pointless**.	300	75	Single
Remedy	Cures all status ailments.	NA	375	Single
Budget Grenade	Damages all enemies.	NA	12	All
Grenade	Damages all enemies.	NA	25	All
S-Bomb	Damages all enemies.	NA	50	All
M-Bomb	Damages all enemies.	NA	75	All
L-Bomb	Damages all enemies.	NA	100	All
Sleep Grenade	Inflicts damage and **Sleep** on all enemies.	NA	50	All
Silence Grenade	Inflicts damage and **Silence** on all enemies.	NA	37	All
Dark Grenade	Inflicts damage and **Darkness** on all enemies.	NA	37	All
Petrify Grenade	Inflicts damage and **Petrification** on all enemies.	NA	50	All
Bomb Fragment	Deals fire damage to one enemy.	NA	25	Single
Bomb Core	Deals fire damage to one enemy.	NA	50	Single
Fire Gem	Deals fire damage to all enemies.	NA	75	Random
Antarctic Wind	Deals ice damage to one enemy.	NA	50	Single
Arctic Wind	Deals ice damage to one enemy.	NA	50	Single
Ice Gem	Deals ice damage to all enemies.	NA	75	Random
Electro Marble	Deals lightning damage to one enemy.	NA	25	Single
Lightning Marble	Deals lightning damage to one enemy.	NA	50	Single
Lightning Gem	Deals lightning damage to all enemies.	NA	75	Random
Fish Scale	Deals water damage to one enemy.	NA	25	Single
Dragon Scale	Deals water damage to one enemy.	NA	50	Single
Water Gem	Deals water damage to all enemies.	NA	75	All
Shadow Gem	Reduces HP of all enemies by 1/4.	NA	50	Random
Shining Gem	Deals non-elemental damage to one enemy.	NA	75	Single
Blessed Gem	Deals holy damage to one enemy.	NA	125	Single
Supreme Gem	Deals non-elemental damage to all enemies.	NA	250	All
Poison Fang	Inflicts damage and **Poison** on one enemy.	NA	25	Single
Silver Hourglass	Delays the actions of one enemy.	NA	25	Single
Gold Hourglass	Delays the actions of all enemies.	NA	37	All

CONSUMABLE ITEMS LIST (continued)

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Candle of Life	Casts **Doom** on one enemy.	NA	50	Single
Farplane Shadow	Sometimes inflicts **Death** on one enemy.	NA	75	Single
Dark Matter	Deals major damage to all enemies.	NA	7500	All
Chocobo Feather	Casts **Haste** on one character.	NA	40	Single
Chocobo Wing	Casts **Haste** on the party.	NA	50	All
Lunar Curtain	Casts **Shell** on the party.	NA	45	All
Light Curtain	Casts **Protect** on the party.	NA	45	All
Star Curtain	Casts **Reflect** on the party.	NA	45	All
Healing Spring	Casts **Regen** on the party.	NA	150	All
Mana Spring	Absorbs MP from one enemy.	NA	75	Single
Stamina Spring	Absorbs HP from one enemy.	NA	75	Single
Soul Spring	Absorbs HP and MP from one enemy.	NA	100	Single
Dispel Tonic	Negates all spell effects on one enemy.	NA	70	Single
Stamina Tablet	Doubles the max HP of one character.	NA	200	Single
Mana Tablet	Doubles the max MP of one character.	NA	300	Single
Stamina Tonic	Doubles the party's max HP.	NA	400	All
Mana Tonic	Doubles the party's max MP.	NA	400	All
Twin Stars	Reduces the MP cost of one character to 0.	NA	200	Single
Three Stars	Reduces the party's MP cost to 0.	NA	1250	All
Hero Drink	Makes one character invincible.	NA	25	Single
Gysahl Greens	If you give it to a chocobo…; restores 100 HP (Feed/capture chocobo)	NA	25	Single
Sylkis Greens	If you give it to a chocobo…; restores 100 HP (Feed chocobo)	NA	25	Single
Mimett Greens	If you give it to a chocobo…; restores 100 HP (Feed chocobo)	NA	25	Single
Pahsana Greens	If you give it to a chocobo…; restores 100 HP (Feed chocobo)	NA	25	Single

KEY ITEMS

Key items are displayed in the Key Items menu of the Items sub-screen. All Key Items are obtained by completing certain objectives or triggering special events. Crimson Spheres contain short movies relating to the fate of the Crimson Guard squad of the Crusaders. Al Bhed Primers decode the language spoken by Al Bhed citizens. During conversations in Al Bhed, letters of the subtitles are converted to the common tongue if you have an Al Bhed Primer in your possession that translates one or more letters. Spheres contain short movies that help to unravel the mystery of the familiar looking stranger. You can review movie spheres at any time by speaking to Shinra on the bridge of the airship Celsius. Keys and objects enable you to unlock various chests and doors and explore areas previously unreachable.



KEY ITEMS LIST

KEY ITEM NAME	DESCRIPTION
Crimson Sphere 1	Appears to be part of some kind of record.
Crimson Sphere 2	Appears to be part of some kind of record.
Crimson Sphere 3	Appears to be part of some kind of record.
Crimson Sphere 4	Appears to be part of some kind of record.
Crimson Sphere 5	Appears to be part of some kind of record.
Crimson Sphere 6	Appears to be part of some kind of record.
Crimson Sphere 7	Appears to be part of some kind of record.
Crimson Sphere 8	Appears to be part of some kind of record.
Crimson Sphere 9	Appears to be part of some kind of record.
Crimson Sphere 10	Appears to be part of some kind of record.
Al Bhed Primer I	Teaches the letter "A" in Al Bhed.
Al Bhed Primer II	Teaches the letter "B" in Al Bhed.
Al Bhed Primer III	Teaches the letter "C" in Al Bhed.
Al Bhed Primer IV	Teaches the letter "D" in Al Bhed.
Al Bhed Primer V	Teaches the letter "E" in Al Bhed.
Al Bhed Primer VI	Teaches the letter "F" in Al Bhed.
Al Bhed Primer VII	Teaches the letter "G" in Al Bhed.
Al Bhed Primer VIII	Teaches the letter "H" in Al Bhed.
Al Bhed Primer IX	Teaches the letter "I" in Al Bhed.
Al Bhed Primer X	Teaches the letter "J" in Al Bhed.
Al Bhed Primer XI	Teaches the letter "K" in Al Bhed.
Al Bhed Primer XII	Teaches the letter "L" in Al Bhed.
Al Bhed Primer XIII	Teaches the letter "M" in Al Bhed.
Al Bhed Primer XIV	Teaches the letter "N" in Al Bhed.
Al Bhed Primer XV	Teaches the letter "O" in Al Bhed.
Al Bhed Primer XVI	Teaches the letter "P" in Al Bhed.
Al Bhed Primer XVII	Teaches the letter "Q" in Al Bhed.
Al Bhed Primer XVIII	Teaches the letter "R" in Al Bhed.
Al Bhed Primer XIX	Teaches the letter "S" in Al Bhed.
Al Bhed Primer XX	Teaches the letter "T" in Al Bhed.
Al Bhed Primer XXI	Teaches the letter "U" in Al Bhed.
Al Bhed Primer XXII	Teaches the letter "V" in Al Bhed.
Al Bhed Primer XXIII	Teaches the letter "W" in Al Bhed.
Al Bhed Primer XXIV	Teaches the letter "X" in Al Bhed.
Al Bhed Primer XXV	Teaches the letter "Y" in Al Bhed.
Al Bhed Primer XXVI	Teaches the letter "Z" in Al Bhed.
New Beginnings Sphere	Led Yuna to become a sphere hunter.
Gagazet Sphere	Found in the Floating Ruins at Gagazet.
Sphere Fragment	Half of a sphere, found in the Zanarkand Rui
Awesome Sphere	Formerly hidden away in Kilika Temple.
Leblanc's Sphere	Left behind by Leblanc's gang.
Reassembled Sphere	Composed of two sphere fragments.
Logos's Sphere	Recorded by Logos in the Bevelle Underground.
Ormi's Sphere	Recorded by Ormi in the Bevelle Undergrour
Gaol Sphere	Found by Logos in the Bevelle Underground

KEY ITEM NAME	DESCRIPTION
Nooj's Sphere	A sphere from Lucil.
Gippal's Sphere	A sphere from Rin.
Baralai's Sphere	Found in Guadosalam.
Paine's Sphere	Found inside Paine's sphere recorder.
War Buddy Sphere	A sphere from Beclem.
Besaid Sphere	Found on Besaid Island.
Syndicate Uniform (S)	Courtesy of Leblanc's goons.
Syndicate Uniform (M)	Courtesy of Leblanc's goons.
Syndicate Uniform (L)	Courtesy of Leblanc's goons.
Letter of Introduction	Letter from Gippal to Nhadala.
How to Repair with Soul	May be useful for repairing machines.
The Spirit of Recycling	May be useful for repairing machines.
The ABCs of Repair	May be useful for repairing machines.
Repairing for Dummies	May be useful for repairing machines.
Everyman's Repair Manual	May be useful for repairing machines.
Besaid Key	Engraved with the emblem of Besaid.
Desert Key	Found in the desert.
Twilight Rain	Enables Floral Fallal to learn Break Damage Limit.

KEY ITEM NAME	DESCRIPTION
Aurora Rain	Enables Floral Fallal to learn Break HP Limit.
Machina Booster	Enables Machina Maw to learn Break Damage Limit.
Machina Reactor	Enables Machina Maw to learn Break HP Limit.
Victor Primoris	Enables Full Throttle to learn Break Damage Limit.
Corpus Invictus	Enables Full Throttle to learn Break HP Limit.
Calm Lands Discount Pass	Allows bearer to ride hovers at a reduced fare.
Calm Lands Free Pass	Allows bearer to ride hovers free of charge.
Book of Magical Dances I	Enables Songstress to learn MP Mambo.
Book of Magical Dances II	Enables Songstress to learn Magical Masque.

SHOP LISTS

The shops throughout Spira sell supplies and accessories to daring young adventurers. During Chapter 1, all shops offer a minimum assortment of goods. As you progress through the game to higher Chapters, especially Chapter 3, shops begin to sell better items.

To determine when the shops will sell items, refer to the bar underneath the shop screenshot. The blue highlighted chapter number indicates the shop is available; the lighter color signifies it isn't available. CH3+ means it's available starting in Chapter 3, throughout the rest of the game

CALM LANDS TRAVEL AGENCY

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500 *CH1-2
Silver Bracer	500 *CH1-2
Wristband	1000 *CH1-2
Amulet	1000 *CH1-2
Titanium Bangle	3000 *CH3+
Gold Bracer	4000 *CH3+
Power Wrist	6000 *CH3+
Tarot Card	6000 *CH3+



CHAPTERS
CH1 CH2 CH3 CH4 CH5

BESAID ISLAND

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Watery Gleam	3000
Blue Ring	3000
NulTide Ring	8000 *CH3+
Besaid Key	9000 *CH1&2



CHAPTERS
CH1 CH2 CH3 CH4 CH5

FARPLANE, DEPTHS

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300

Must speak to Leblanc.



CHAPTERS
CH1 CH2 CH3 CH4 CH5

O'AKA THE MERCHANT, AIRSHIP CELSIUS

ITEM	COST
Potion	5
Hi-Potion	50
Phoenix Down	10
Antidote	5
Eye Drops	5
Echo Screen	5
Soft	5
Holy Water	30

**Debt Paid*



CHAPTERS
CH1 CH2 CH3 CH4 CH5

KILIKA ISLAND, PORT MERCHANT

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000
Beaded Brooch	10000 *CH3+
Glass Buckle	10000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

KILIKA ISLAND, TEMPLE MERCHANT

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300



CHAPTERS

CH1 CH2 CH3 CH4 CH5

THUNDER PLAINS TRAVEL AGENCY

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Lightning Gleam	3000
Yellow Ring	3000
NulShock Ring	8000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

ZANARKAND RUINS DOME MERCHANT

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500 *CH1, 2
Silver Bracer	500 *CH1, 2
Mythril Gloves	1000 *CH1, 2
Defense Veil	1000 *CH1, 2
Titanium Bangle	3000 *CH3+
Gold Bracer	4000 *CH3+
Diamond Gloves	6000 *CH3+
Mystery Veil	6000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

GUADOSALAM

ITEM	COST
Potion	50
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300



CHAPTERS

CH1 CH2 CH3 CH4 CH5

MI'IHEN HIGHROAD TRAVEL AGENCY

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500 *CH1-2
Silver Bracer	500 *CH1-2
Gauntlets	2500 *CH1-2
Tiara	2500 *CH1-2
Titanium Bangle	3000 *CH3+
Gold Bracer	4000 *CH3+
Muscle Belt	4000 *CH3+
Circlet	4000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

ACCESSORIES CHAPTERS 1 & 2

ITEM	COST
Pearl Necklace	4000
Angel Earrings	5000
Gold Anklet	5000
Kinesis Badge	10000
Mute Shock	15000
Venom Shock	15000

ACCESSORIES CHAPTER 3

ITEM	COST
Gris-Gris Bag	4000
Favorite Outfit	4000
Regen Bangle	3000
Wall Ring	10000
Dream Shock	15000
Venom Shock	15000

ACCESSORIES CHAPTERS 5

ITEM	COST
Pearl Necklace	4000
Favorite Outfit	4000
Angel Earrings	5000
Gold Anklet	5000
Mute Shock	15000
Dream Shock	15000
Blind Shock	15000
Venom Shock	15000

BIKANEL DESERT MERCHANT

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Fiery Gleam	3000
Red Ring	3000
NulBlaze Ring	8000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

MACALANIA LAKE TRAVEL AGENCY

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Beaded Brooch	10000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000



CHAPTERS

CH1 CH2 CH3 CH4 CH5

Must speak to Wantz.

O'AKA THE MERCHANT, AIRSHIP CELSIUS

ITEM	COST
Potion	49
Hi-Potion	490
Phoenix Down	98
Antidote	49
Eye Drops	49
Echo Screen	49
Soft	49
Holy Water	294



CHAPTERS

CH1 CH2 CH3 CH4 CH5

**Starting prices.*

THE GULLSTORE

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000



CHAPTERS

CH1 CH2 CH3 CH4 CH5

MACALANIA LAKE TRAVEL AGENCY

ITEM	COST
Potion	50
Hi-Potion	500 *CH3+
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Icy Gleam	3000
White Ring	3000
NulFrost Ring	8000 *CH3+



CHAPTERS

CH1 CH2 CH3 CH4 CH5

This is the Al Bhed version.

BIKANEL DESERT OASIS CARAVAN

ITEM	COST
Black Choker	4000
Potpourri	4000
Gris-Gris Bag	4000
Pearl Necklace	4000
Pretty Orb	4000
Dragonfly Orb	4000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000



CHAPTERS

CH1 CH2 CH3 CH4 CH5

MACALANIA LAKE TRAVEL AGENCY

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Sword Lore	50000
Bushido Lore	50000
Arcane Lore	50000
Nature's Lore	50000
Black Lore	50000
White Lore	50000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000



CHAPTERS

CH1 CH2 CH3 CH4 CH5

Must speak to O'aka.

CHAPTERS

FINAL FANTASY X-2 uses a very different advancement system than its predecessor, which featured a gradual approach to exploring the world of Spira. This time out, Yuna and the ladies of the Gullwings have an airship and the ability to jump to any location in Spira with the greatest of ease. This chapter indicates when events occur and how to complete them; it also illustrates how to experience interesting features of the game that you might overlook on your own.

CHAPTER SYSTEM

The game takes place in five "chapters." When the game begins, you automatically start in Chapter 1. After completing several key missions, you progress to Chapter 2. You do *not* have to visit every location to complete a chapter. This means that progression through the game can be very fast or very slow, whichever method you prefer.



MISSIONS AND VISITING LOCATIONS

The first two missions in the game, "Luca" and "Mt. Gagazet—Floating Ruins," are mandatory introductory scenarios that must be completed to advance in the game. After clearing these two missions, the airship Celsius becomes yours to command and the crew will fly you wherever you want to visit. To fly to a certain location, speak to Buddy who sits to the left of Brother. After Buddy makes one or two comments, the navigation maps appear. The towns and major locations of the world of Spira are listed on the map in the same order they were visited in the original *FINAL FANTASY X*. After choosing a location, the Celsius crew will drop off the Gullwings at a Save Sphere in a relatively safe spot in the town or location of your choice. To return to the Celsius, examine a Save Sphere and choose the "Board airship" option. If you cannot board the Celsius from your current location, this option will not appear on the Save Sphere menu.

As much as possible, this walkthrough is organized according to the order of locations as listed on the Celsius's navigation map. This organization is most beneficial, because with the exception of Besaid Island, Kilika Island and Bikanel Desert, you can travel from location to location on foot, without need to return to the airship.



To take control of the airship, speak to Buddy.



Select one of the locations from the navigational map.



The airship crew automatically flies to the location and drops the Gullwings off at a Save Sphere.



If the navigation map does not appear when you speak to Buddy, it means you still have duties to attend to on the Celsius before you can leave.

"HOTSPOTS"

As you complete missions in the game, certain "Hotspots" appear on the navigation map. These are key locations where new story advancements will take place. Visiting these locations and completing missions will bring you closer to the end of chapters and, eventually, the conclusion of the game. However, if you jump from Hotspot to Hotspot without visiting other areas in between, you'll miss out on beneficial events that occur in unmarked areas. Each Hotspot is more difficult than the last, due to the fiends and boss monsters in each location. *Take your time and visit other locations between trips to Hotspots!*



STORY PERCENTAGE

Each time you save your game at a Save Sphere or during events, you'll notice a percentage marked "COMPLETED x%." The total amount of "COMPLETED x%" accumulated by the end of the game dictates whether or not you see a bonus ending at Zanarkand Ruins.

Throughout the walkthrough, specific situations are discussed and the effect on the game's story percentage is explained. The percentage points gained for completing each mission are listed at the start of each location's description in the walkthrough. For a complete analysis on how your actions and decisions affect your game percentage, please reference the *100% Completion Guide* section at the end of the walkthrough.



CHECKLISTS

Each portion of the walkthrough begins with three "checklists." If there is no information in one of the checklists, it's only because there are no fiends or items in that location.

The "Wandering Fiends" list warns you about the fiends that appear during random encounters in an area. Cross-reference these lists with the information in the "Fiends and Enemies" chapter in this guide for a better understanding of the strengths and weaknesses of the enemies.

A fiend name marked in yellow indicates that the foe is a "Boss." Bosses are tough foes encountered only once during a mission; they do not appear in random encounters. The walkthrough chapter also includes statistics and notes to help you defeat these foes. Statistics presented in the walkthrough represent only the essentials. More extensive status information and details on each boss are also included in the "Fiends and Enemies" chapter.

BOSS STATISTICS EXPLANATION

Name	The name of the boss. You may fight more than one boss simultaneously.
HP	Total Hit Points of the enemy. Damage inflicted to the enemy lowers HP. When HP reaches zero, the boss is defeated.
MP	Total Magic Points of the enemy. MP is used to cast spells or perform special attacks. When MP reaches zero, the enemy cannot cast any more spells.
EXP	Total Experience Points gained by each surviving character who assists in defeating the enemy.
AP	Ability Points earned by each surviving character who assists in defeating the enemy.
Gil Dropped	The amount of money gained when the enemy is defeated.
Pilfer Gil	The amount of money that might be obtained from an enemy by using the Pilfer Gil or equivalent abilities during combat. The amount pilfered will range anywhere between 50% to 100% of the number listed.
Steal	Items that can be stolen from enemies using the Steal ability during combat. Quantities range anywhere from 50% to 100% of the number listed. Normal items have a 3/4 chance of being stolen; rare items have a 1/4 chance.
Drop	Items that may be left behind by defeated enemies when the battle ends. Normal items have a 7/8 chance of appearance; rare items have a 1/8 chance.

Each area's "Item Checklist" reveals the items found in treasure chests, as well as key items given to the party during events. Items marked with an E icon are things not found in chests. Instead, they are gained through story events.

The "Action Checklist" section depicts a shot-by-shot series of actions to take to complete the objectives in an area. Naturally, these images and captions cannot explain certain events of the game half as well as needed. The information within the walkthrough is written to support the "Action Checklist," or basically, to provide additional information needed to progress to the next chapter. Refer to both the "Action Checklist" and the contextual paragraphs in each section to fully understand events in the game.



ACTION CHECKLIST

1



Defeat the impostor at the concert.

2



Follow her to the third dock outside the stadium

3



Defeat Leblanc and her henchmen.

COMPLETION: +1.6%

WANDERING FIENDS

Name	HP	AP	Gil	Steal	Drop
GOON	29	1	30	Budget Grenade	Potion
SHE-GOON	7	1	30	Budget Grenade	Potion
????	82	1	100	Hi-Potion	Phoenix Down (x2)
LOGOS	86	1	60	Silver Glasses	Potion
ORMI	97	1	60	Iron Bangle	Potion
LEBLANC	130	2	180	Silver Bracer	Hi-Potion

TAKE BACK THE GARMENT GRID!

All of the enemies in this introductory mission can be easily defeated with just a few ordinary attacks. Choose the Attack option for Rikku and Paine in quick succession to score Chain attacks that will cause more damage. Once the action shifts to the Luca docks, follow the impostor around the circular promenade. Goons and She-Goons of the Leblanc Syndicate will approach, and physical contact with any of them triggers battles. Upon reaching the third dock, the boss fights with Ormi, Logos, and Leblanc occur in quick succession and the first mission ends. Refer to the boss strategies for help, if needed.



By fighting multiple battles in the docks area, Rikku and Paine can learn abilities.



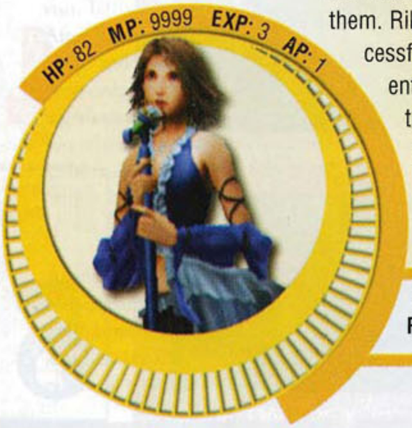
Touch the person in the moogle suit at least once to receive a small amount of story completion percentage.

For healing, find the person in the Moogle suit who is cringing in fear on the second dock. Stand near the costumed individual and press X to completely restore HP and MP to Paine and Rikku.

???? BOSS FIGHT

Yuna's impersonator can be defeated with normal Attack commands. Issue the commands for Rikku and Paine in rapid succession to strike chain attacks for greater damage in one turn. Take out the two Goons first, then wait for both characters' battle gauges to fill completely and enter the attack commands in rapid succession to ensure a chain attack on the impostor.





Use Rikku's Steal ability to pilfer items from each foe before annihilating them. Rikku can usually steal a Budget Grenade from a Goon. After successfully stealing a grenade, use it on your next turn to damage the entire enemy party in a single attack. To use a Budget Grenade, choose the Items command and select the Budget Grenade item from the list. A single Budget Grenade will nearly kill both Goons in a single attack and cause heavy damage to "????". Use this strategy as you fight through the Luca docks area as well. Also, try stealing a Hi-Potion from "????" before finishing the battle, especially since these powerful restorative items aren't easy to purchase yet.

GIL DROPPED: 100
PILFER GIL: 300

STEAL: Normal: Hi-Potion Rare: Hi-Potion
DROP: Normal: Phoenix Down Rare: Phoenix Down (x2)

LOGOS, ORMI BOSS FIGHT



GIL DROPPED: 60
PILFER GIL: 200

STEAL: Normal: Silver Glasses Rare: Silver Glasses
DROP: Normal: Potion Rare: Phoenix Down





Steal from Logos and Ormi for a chance to gain valuable accessories, then focus your attacks on Logos and take him out of the battle first. Logos's gun attacks are quick and cause a lot of damage, whereas Ormi's shield attacks take longer to prepare, but inflict more damage. Logos occasionally uses a Potion on himself or Ormi, so the Syndicate gunner should be eliminated first. Once the boisterous Ormi is alone, use Chain Attacks to take him down quickly.

GIL DROPPED: 60
PILFER GIL: 200

STEAL: Normal: Iron Bangle Rare: Iron Bangle
DROP: Normal: Potion Rare: Phoenix Down

LEBLANC BOSS FIGHT

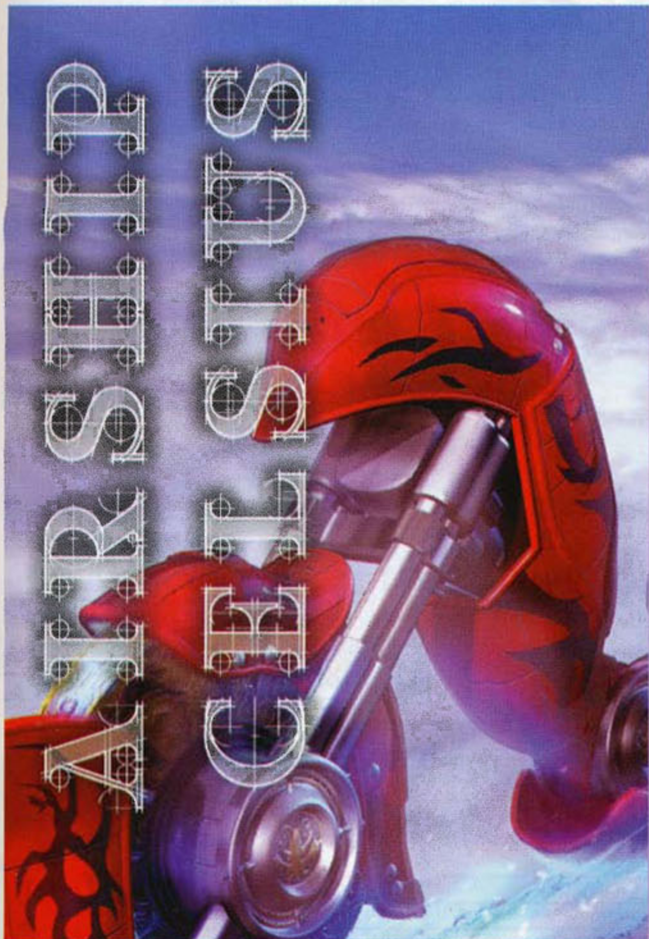


This battle mainly serves as a tutorial on changing dresspheres during battle. Press L1 and change Yuna to the Songstress dressphere to proceed. Thereafter, cast Darkness Dance on Leblanc to blind her. An enemy inflicted with the Darkness status ailment suffers a severe reduction in accuracy. As a result, most of Leblanc's physical attacks will miss. Recast Darkness Dance on Leblanc each time Yuna gets a turn to maintain the advantage during the battle. Steal from Leblanc and perform chain attacks to take her down. Rikku and Paine also have the ability to change to other dresspheres during this battle, if you so desire.



GIL DROPPED: 180
PILFER GIL: 500

STEAL: Normal: Silver Bracer Rare: Silver Bracer
DROP: Normal: Hi-Potion Rare: Phoenix Down



ACTION CHECKLIST

1

Speak to Paine, Rikku, Brother, and Shinra on the bridge.

2

Ride the elevator to the Cabin level.

3

Speak to Barkeep and choose "Rest."

4

Ride the elevator to the Bridge.

5

Direct the Celsius to travel to Mt. Gagazet.

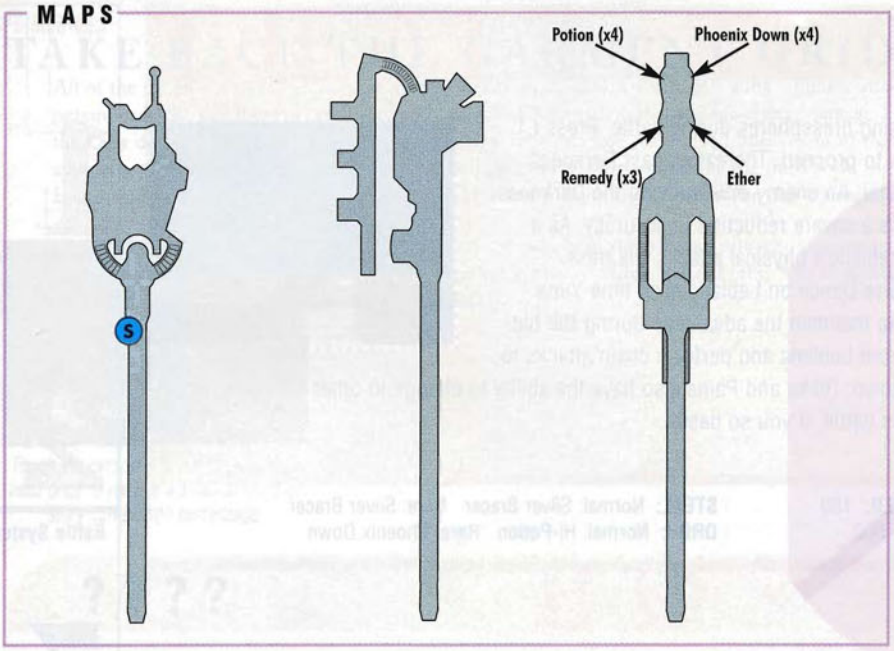
COMPLETION: +1.8%

ITEM CHECKLIST

- *Al Bhed Primer
- *Al Bhed Primer
- *Al Bhed Primer
- *Al Bhed Primer
- Phoenix Down (x4)
- Ether
- Remedy (x3)
- Potion (x4)
- Vanguard Garment Grid

***Only if you haven't mastered Al Bhed.**

MAPS



ALL ABOARD!

Following the initial scenes, direct Yuna around the Bridge area and speak to Paine and Rikku for backstory. Speaking to Brother nets you three Al Bhed Primers, which enable you to decipher letters in the subtitles that appear whenever someone is speaking the Al Bhed language. Speak to Buddy to obtain an **Al Bhed Primer**, and talk to Shinra to learn what he knows. Navigate Shinra's menus to view information on the combat system, the menus, and a variety of other topics. If you want to know why Yuna has embarked upon this quest and whom she is speaking to in her private thoughts, select the "Treasure Spheres" option to view the sphere titled "Journey's Start." Complete the Garment Grid tutorial to receive the **Vanguard Garment Grid**.





Speak to Shinra to learn about the game system, to view the images stored on treasure spheres, to read bios on main characters, and to view analysis data of fiends.

RAID THE SUPPLIES

Exit the control room area and use the Save Sphere in the corridor if you desire. Proceed further down the corridor onto the elevator, and use the control panel to ride down to the Engine Room. There are four chests in the engine room that are restocked at the start of each new chapter. In Chapter 1, these chests contain the following: **Phoenix Down (x4), Ether, Remedy (x3)**, and **Potion (x4)**.



The elevator transports you to any part of the ship.



Remember to return to the Engine Room each time a new chapter begins to find all four chests restocked.

A LITTLE SHOPPING BEFORE NAPTIME

Ride the elevator to the Cabin area and speak to Barkeep, the Hypello creature behind the bar. Barkeep sells basic items for use in combat, as well as a few decent accessories. For the time being, purchase some items that guard against status ailments like Antidotes, Eye Drops, Echo Screens, and Softs. Save the rest of your gil for bigger purchases. When finished shopping, speak to Barkeep again and select the "Rest" option. After resting, head back toward the elevator to hear an announcement from the Bridge.



Barkeep takes care of all your needs onboard the Celsius airship.

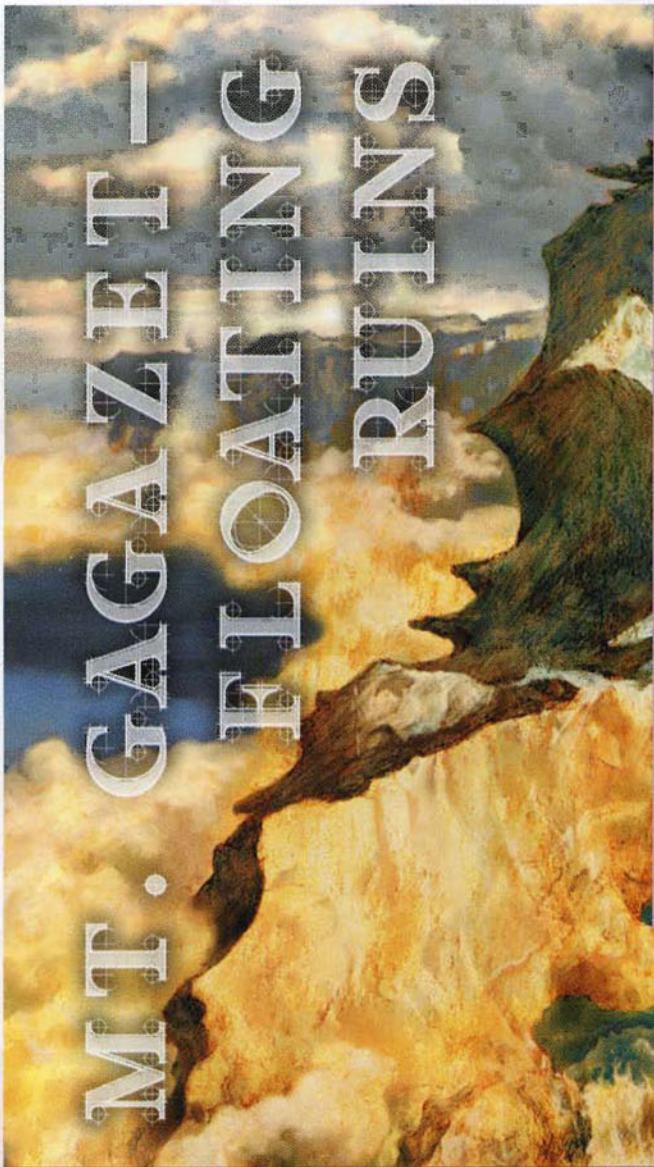
REQUIRED REST

Remember to rest at least once in the Cabin area during every chapter. During Chapter 5, you will only be able to witness certain events on the Celsius if you rested during each chapter.

THE GULLSTORE

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

MT. GAGAZET – FLOATING RUINS



ACTION CHECKLIST



1. Jump and climb across the ledges.



2. Press the elevator button.



3. Defeat the combined Leblanc Syndicate.



4. Race to the top of the Floating Ruins before time expires.



5. Defeat Boris to obtain the sphere.



6. Exit the treasure sphere chamber.

COMPLETION: +3.2%

WANDERING FIENDS



AHRIMAN
HP: 99 | AP: 1 | Gil: 20
Steal: Potion
Drop: Eye Drops



BOMB
HP: 140 | AP: 1 | Gil: 30
Steal: Potion
Drop: Potion



QUADRICORN
HP: 188 | AP: 1 | Gil: 13
Steal: Echo Screen
Drop: Potion



RECOIL
HP: 38 | AP: 1 | Gil: 10
Steal: Budget Grenade
Drop: Potion



SHE-GOON
HP: 7 | AP: 1 | Gil: 30
Steal: Budget Grenade
Drop: Potion



YELLOW ELEMENTAL
HP: 12 | AP: 1 | Gil: 24
Steal: Potion
Drop: Potion



DIVEBEAK
HP: 10 | AP: 1 | Gil: 12
Steal: Potion
Drop: Antidote



GOON
HP: 13 | AP: 1 | Gil: 30
Steal: Budget Grenade
Drop: Potion



LEBLANC
HP: 120 | AP: 2 | Gil: 250
Steal: Tiara
Drop: Hi-Potion



LOGOS
HP: 100 | AP: 1 | Gil: 80
Steal: White Cape
Drop: Potion



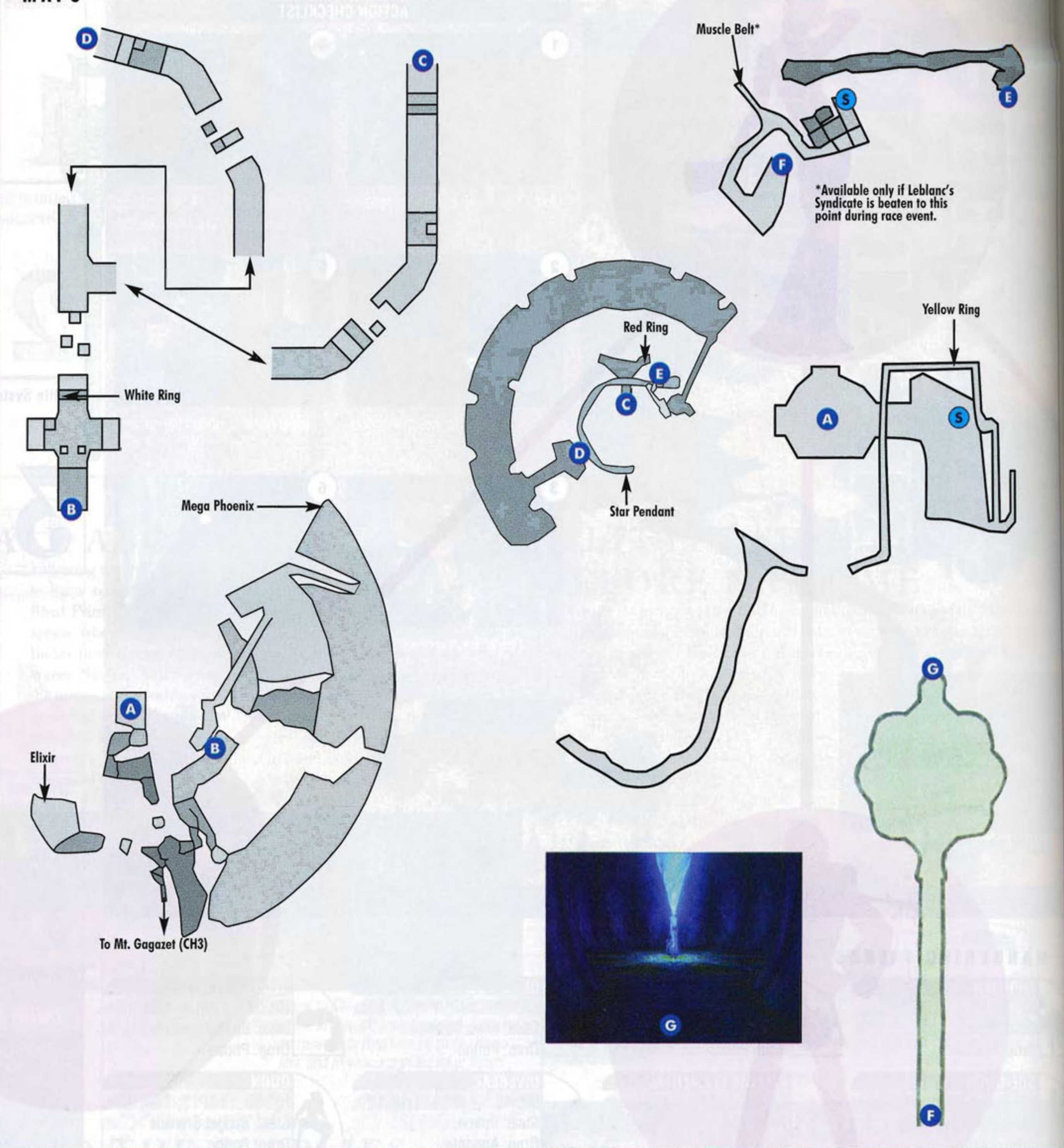
ORMI
HP: 130 | AP: 1 | Gil: 80
Steal: Gauntlet
Drop: Potion



BORIS
HP: 480 | AP: 1 | Gil: 300
Steal: Remedy
Drop: Star Pendant

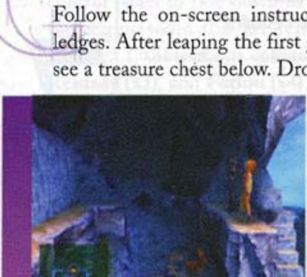
ITEM CHECKLIST

Yellow Ring	Mega-Phoenix	Red Ring	Muscle Belt
Elixir	White Ring	Star Pendant	Black Mage Dressphere Ⓔ



CLIFFS AND CRAGS

Follow the on-screen instructions to learn how to jump and climb up ledges. After leaping the first gap, follow the girls to a place where you can see a treasure chest below. Drop down to open the chest for a **Yellow Ring**. Move left and hold Circle to climb back up to the first ledge. Then run toward the ledge and hold Circle to leap across and join the other girls. Run down the stairs and use the Save Sphere. Take this opportunity to make sure everyone is equipped with an accessory, and then proceed.



After grabbing the accessory, move to the ledge on the left and hold Circle to climb back up. Then run toward the ledge and hold Circle to jump the gap.

When the girls reach a dead end, press the button on the wall to start the elevator. Reaching the bottom of the shaft, hop down the ledges until you reach the base of the waterfall. Move left in front of the waterfall and hop up the mountain ledge to find a chest containing an **Elixir**. Then hop back across the platforms until you reach the ruins of a suspended road.



When you reach the bottom ledge, go left for an item and then go back to the right to continue.



Climb this ledge to initiate the boss fight.

LEBLANC, LOGOS, ORMI

BOSS FIGHT



GIL DROPPED: 250
PILFER GIL: 700

STEAL: Normal: Tiara Rare: Tiara
DROP: Normal: Hi-Potion Rare: Hi-Potion (x2)



A Thief will have a grand old time during this battle, considering all the accessories that are up for grabs from this trio. If your Thief has learned the Pilfer Gil ability, you can also gain lots of gil for the time being. Note that all enemies have more gil to steal during a battle than they will drop after a battle. Also, have a Songstress keep the enemy trio blinded with Darkness Dance while a Warrior or Gunner attacks. Concentrate your efforts to rob and eliminate Leblanc first, since her attacks damage the entire party. With her gone, take out Logos and Ormi.



GIL DROPPED: 80
PILFER GIL: 280

STEAL: Normal: White Cape Rare: White Cape
DROP: Normal: Potion Rare: Phoenix Down



GIL DROPPED: 80
PILFER GIL: 280

STEAL: Normal: Gauntlets Rare: Gauntlets
DROP: Normal: Potion Rare: Phoenix Down

RACE TO THE PEAK

The on-screen timer indicates the time remaining before the Leblanc Syndicate reaches the treasure sphere at the top of the Floating Ruins. If you reach the top before the Syndicate, you get an opportunity to claim a great accessory. The timer stops during each random and event battle. It is possible to grab all the items in the ruins and reach the top before the Leblanc Syndicate, but only if you hurry! Ignore the tilted columns, which only lead to a dead end. Instead, hold the Circle button to climb over platforms to reach the door.



Run to the far end of the ruined highway, where a chest contains a valuable ***Mega Phoenix****.*



Fight Logos's goon squad, then enter the temple.

SNATCH BEFORE YOU CHOP

You may encounter Divebeaks during some of the random encounters in the Floating Ruins. Although these bird-like monsters are easily dispatched with a single attack, a Thief can steal Ethers from them on occasion. Ethers are a difficult item to come by in the game, so attempt to steal one before finishing off these creatures.



TEMPLE INTERIOR

Just inside the entrance to the ruins, move left or right and climb up a ledge to find a mysterious switch on either side of the room. Pressing both switches lowers a column in a connecting corridor. However, this task is entirely optional.



The two switches lower a column in another hallway, but activating them is



Climb back out the way you came, then leap across the platform tops.

Head north from the entry point and drop into the first pit to find a chest containing a **White Ring**. Climb out of the pit and jump across the platforms heading north. At the intersection, go down the corridor to the right.

If you pressed the mysterious switches in the first room of the ruins, this is where the column fell. As you can see, you can cross this room just as easily by dropping into the pit and climbing right out. This curving hallway emerges onto a ledge with a chest that has a **Red Ring** inside. Run back to the intersection, but this time take the other branch out to another ruined highway.



Take the first right inside the ruins to reach the chest on this isolated platform.

REACHING THE TOP

Follow the road around the ruins until you're almost at the end. After Ormi orders some Recoils and She-Goons to attack, hop up a series of rocks floating just off the right side of the toppled pillar. Follow the curvy ribbon of ledge around the spire to a chest at the end, which contains a **Star Pendant**, then return to the slanted pillar, hop across the gap and quickly go after Leblanc before time runs out. If you beat Leblanc's Syndicate to the Save Sphere, you'll see them hanging from a ledge below a chest. Open the chest to obtain a **Muscle Belt**.



Dash all the way around the tower to find this hidden chest.



Jump across this gap to reach the top.



If you fail to reach the top chest before time runs out, the chest will be empty. Either way, continue to climb the cliff ledges and go up the stairs.

BORIS — BOSS FIGHT



For the most part, Boris the spider presents a fairly straightforward brawl. Switch dresspheres (if needed) so that at least two characters can attack, while the third slips into the Songstress dressphere and casts Darkness Dance on the fiend every other round. A single attack by this powerful creature can cause about 50 HP damage, so immediately use a Potion on a character who drops below 70 HP. If Boris gets to use its Sticky End attack, check to see if anyone's battle gauge turns gray and stops. This indicates that the character has been inflicted with Stop status, and the only way to cure it at this point is to use a Remedy or wait for the ailment to go away. Otherwise, attack and blind Boris to win the battle.



GIL DROPPED: 300
PILFER GIL: 700

STEAL: Normal: Remedy Rare: Remedy (x2)
DROP: Normal: Star Pendant Rare: Star Pendant

HOTSPOT ALERT!

Back on the bridge of the Celsius, speak to Brother and choose the option "Comfort him," then speak to Shinra to view the contents of the sphere that was taken from the Floating Ruins. Although the images recorded on the device don't reveal much, the sphere turns out to be the **Black Mage Dressphere**. If you equip a character with this dressphere for the rest of Chapter 1, you will be satisfied with the results.

Afterward, Buddy reports new Hotspots for sphere activity. The Hotspots are Besaid Island and Zanarkand Ruins. If you go to Zanarkand after exploring Besaid Island, you will trigger the Kilika sphere hunt.



Buddy won't allow you to navigate to any location until Shinra shows you the contents of the sphere.



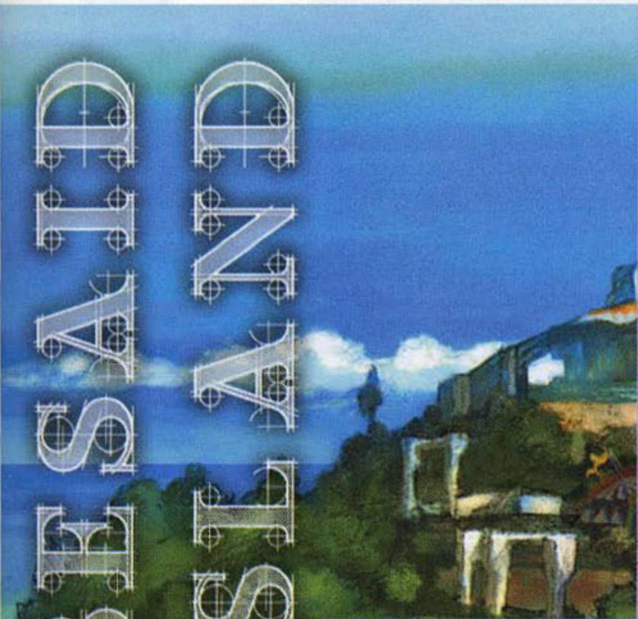
Once you visit Zanarkand after exploring Besaid Island, you'll be on a collision course with the end of Chapter 1. Visit other locations first!

HOTSPOTS ARE A FAST TRACK!

If you go to Zanarkand after exploring Besaid Island and complete the mission, you're taken straight to Kilika for the final mission of Chapter 1. Consequently, you will miss all the extras that Chapter 1 offers, as well as a hefty amount of story completion percentage.

Hotspots do not disappear for any reason. The missions at Besaid and Zanarkand will remain until you visit every other location. This walkthrough is organized to help you visit every location in Spira before completing Chapter 1. Visit the locations in the order presented to get the most from the game.

BESAID ISLAND



ACTION CHECKLIST

1 
Enter the village of Besaid and reunite with Wakka.

2 
Enter Lulu's home and catch up on current events.

3 
Return to Lulu's hut and rest.

4 
Exit the hut and find Lulu; agree to search for Wakka.

5 
Speak to the villagers to learn the order of the ciphers.

6 
Locate the four ciphers on Besaid Island.

7 
Input the four ciphers into the panel of the mysterious door.

8 
Speak to Wakka inside the cave.

9 
Search the cave to find the White Mage dressphere.

10 
Talk to Wakka to receive the Besaid Sphere.

COMPLETION: +2.2%

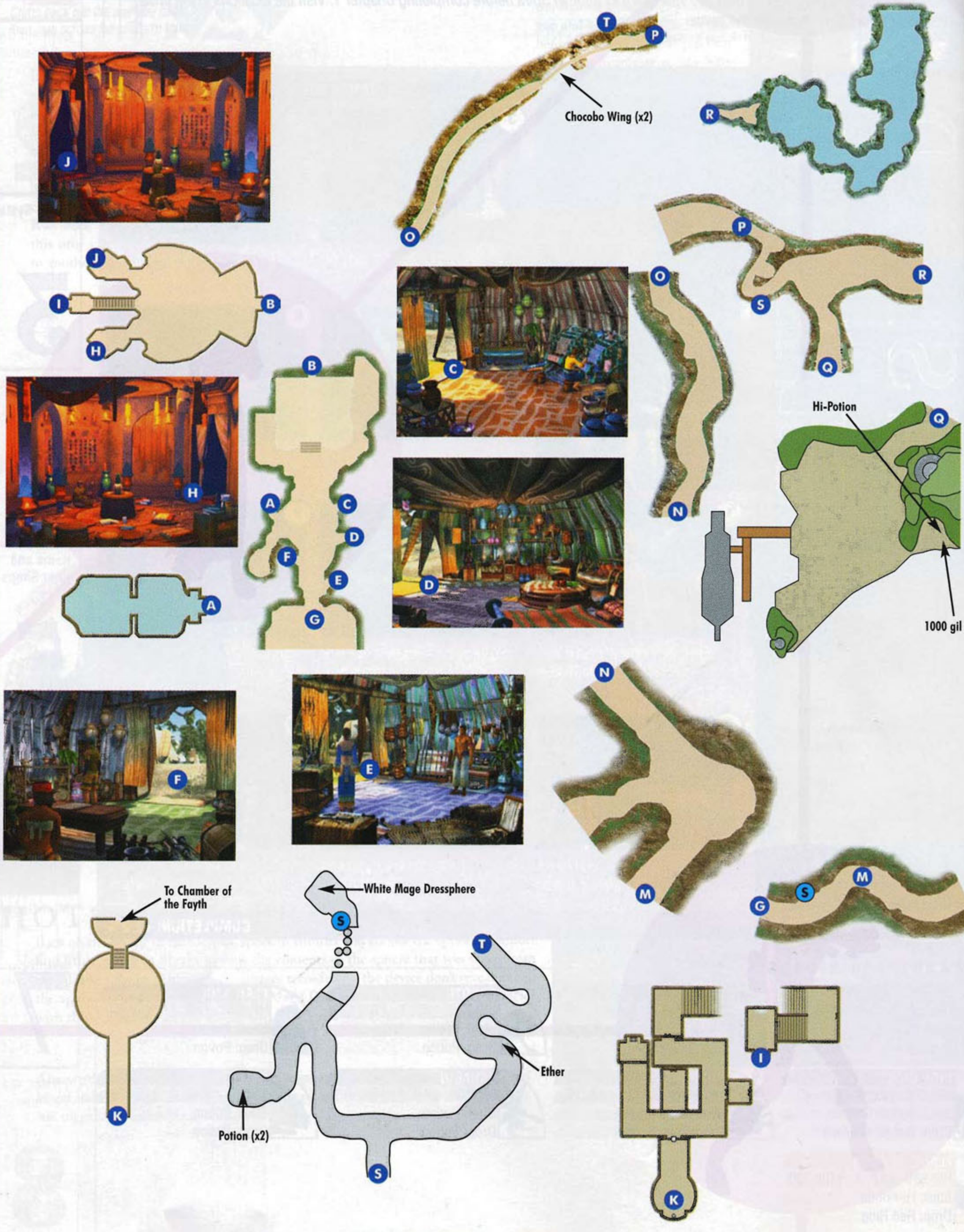
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
 CHOCOBO	368	0	0	N/A	N/A
 COEURL	320	1	30	Phoenix Down	Potion (x2)
 COYOTE	74	1	10	Potion	Potion
 FLAN AZUL	55	1	20	Potion	Potion
 IRON GIANT	222	1	40	Budget Grenade	Budget Grenade
 PURPUREA	196	1	18	Echo Screen	Echo Screen
 SAHAGIN	60	1	7	Potion	Potion
 SALLET	60	1	10	Potion	Potion
 FLAME DRAGON	980	1	300	Hi-Potion	Red Ring

ITEM CHECKLIST

- Chocobo Wing (x2)
- Hi-Potion
- 1000 gil
- Potion (x2)
- White Mage Dressphere
- Besaid Sphere Ⓔ
- Protection Halo Garment Grid Ⓔ
- Ether

MAPS



HOMECOMING

Engage a series of scenes by following the first couple of steps in the Action Checklist section. After resting for the night at Wakka's place, exit the hut and speak to Lulu. Accept the "Where's Wakka?" mission, and speak to people around the village to get clues on the whereabouts of a mysterious cave. To penetrate the cave, you must locate four numbers hidden in various locations around the island and input them in the correct order into the security panel on the door barring the entrance of the cave. Collectively, the people of the village will tell you everything you need to know to complete this mission. After speaking to the appropriate people (see the following screenshots and captions), exit the village and follow the path to the beach area:



The woman standing near the exit of town has the best clue regarding the location of the cave.



Jassu, behind the counter at the lodge, knows where cipher number one is located.



Datto, resting at the back of the lodge, indicates where to find cipher number four.



Speak to the man in shorts wandering around town to learn about the "Four Ciphers."



Talk with the young woman walking her dog to learn the locations of ciphers two and three of the four-number code.

THE FOUR CIPHERS

Head up the hill from the village to the second outdoor area. Check the on-screen map to find a purple beacon near the shrine at the cliff's edge. Examine the shrine to view a number. The number is randomly generated, so make a note of it. This number is the first of the four ciphers. Continue downhill into the ruins area. Climb up the first broken column on the left and search to find the last number of the four-digit combination.



This is the first cipher of the four-digit code.



The cipher found atop this column is the last in the series.



Treasure chests sometimes rest in strange places.

Keep moving uphill after Brother contacts the group. As you approach the bridge in the waterfall area, move to the left of the bridge to drop down to the rocky area at the bottom of the falls. A treasure chest on the rocks contains a **Chocobo Wing (x2)**. Exit the area by climbing out the way you dropped down.



This is the door you seek to open. Just two more ciphers to go…

Cross the bridge and continue into the overgrown area. Among the rough, move to the left side of the screen to notice some steps and a door with a number key lock. You don't yet have all of the numbers for the code, so continue down the slope and head toward the beach area.

At the beach, go back a few steps to the left to see a kid on a rock ledge higher up. Press Circle to hop up to the kid, then continue climbing up to the ruins. Check the flashing beacon to find another cipher, then move left across the ledge and jump across the gap to a grassy rise. Drop from the rise into a secret sandy cove, where two chests contain a **Hi-Potion** and **1000 gil**. To climb out of the cove, climb onto the cargo boxes stacked near the cliff face. Proceed across the beach, following the shoreline until you reach the grassy rocks at the far end. Climb up those rocks and check the beacon there to find the last number.



The cipher that is third in the series is hidden amongst these ruins.



Leap from the backside of the ruins into this cove, open the two chests, and use the crates to climb out.

Return to the cave entrance. When you have all of the ciphers, they will be displayed at the top of the screen in the correct order. Input the number combination into the panel beside the door and proceed into the cave.



The second and last remaining cipher lies among these rocks at the far end of the beach.



If you didn't take the time to get clues from the villagers, just input the ciphers in the order described in the captions for all the screenshots above.

SECRET OF THE CAVE

After speaking to Wakka in the cave, move to the dead-end on the right to locate another panel for cipher input. Sorry, but the correct ciphers won't be revealed until later in the game. Follow the cave to the first intersection, where Brother checks up on Yuna yet again. Take the left branch to a chest containing a **Potion (x2)**, then return to the intersection and head the other way, jumping and climbing across some narrow rock platforms. Use the Save Sphere on the other side, then proceed into the chamber at the end and examine the sphere on the pedestal.



Use the Save Sphere after jumping over these rocks.

FLAME DRAGON BOSS FIGHT



The Flame Dragon is strong versus fire and weak versus cold. Use the Warrior's Ice Brand attack and the Black Mage's Blizzard spell to quickly break down this fiend. Meanwhile, a Songstress can successfully cast Darkness Dance, although the Flame Dragon seems capable of inflicting damage even while blinded. A much better use for a third character is to administer Potions. Be prepared to recoup each time the Flame Dragon breathes fire, which causes between 100-175 points of damage to each character. After bathing in the flames, use a full combat round to heal the entire party.



GIL DROPPED: 300
PILFER GIL: 800

STEAL: Normal: Hi-Potion Rare: Hi-Potion (x2)
DROP: Normal: Red Ring Rare: Red Ring

THE SECOND CIPHERS

The shop is in the first tent to the left as you enter the village of Besaid. The shop person sells rare items for large amounts of gil that you probably can't afford just yet. During Chapter 1, she offers a Besaid Key for 900,000 gil. This is the key that unlocks the treasure chest inside the north chamber inside Besaid Temple. If, by some very hard work, you've accumulated this much already, purchase the key and use it to unlock the chest in the north room of the temple to receive the **Search Sphere**, then speak to the man in the south chamber to determine how to use it.



Got gil? Probably not...



...but if you do, this is where you'll find the Search Sphere.



Answer this man honestly for clues regarding the second four ciphers.

If you intend to purchase the key but don't have the gil required, don't speak to the clerk until you're ready! Each time you visit the shop and inquire about the key, there is a 25% chance that the key will have been sold to a traveler. The chance for the clerk to sell the key to the traveler increases to 50% if you have spoken to the priest sitting cross-legged in the south chamber inside the temple of the fayth.



Paying a high price for the Besaid Key now enables you to ransack this chest in Chapters 1 and 2, instead of having to wait until Chapter 3.

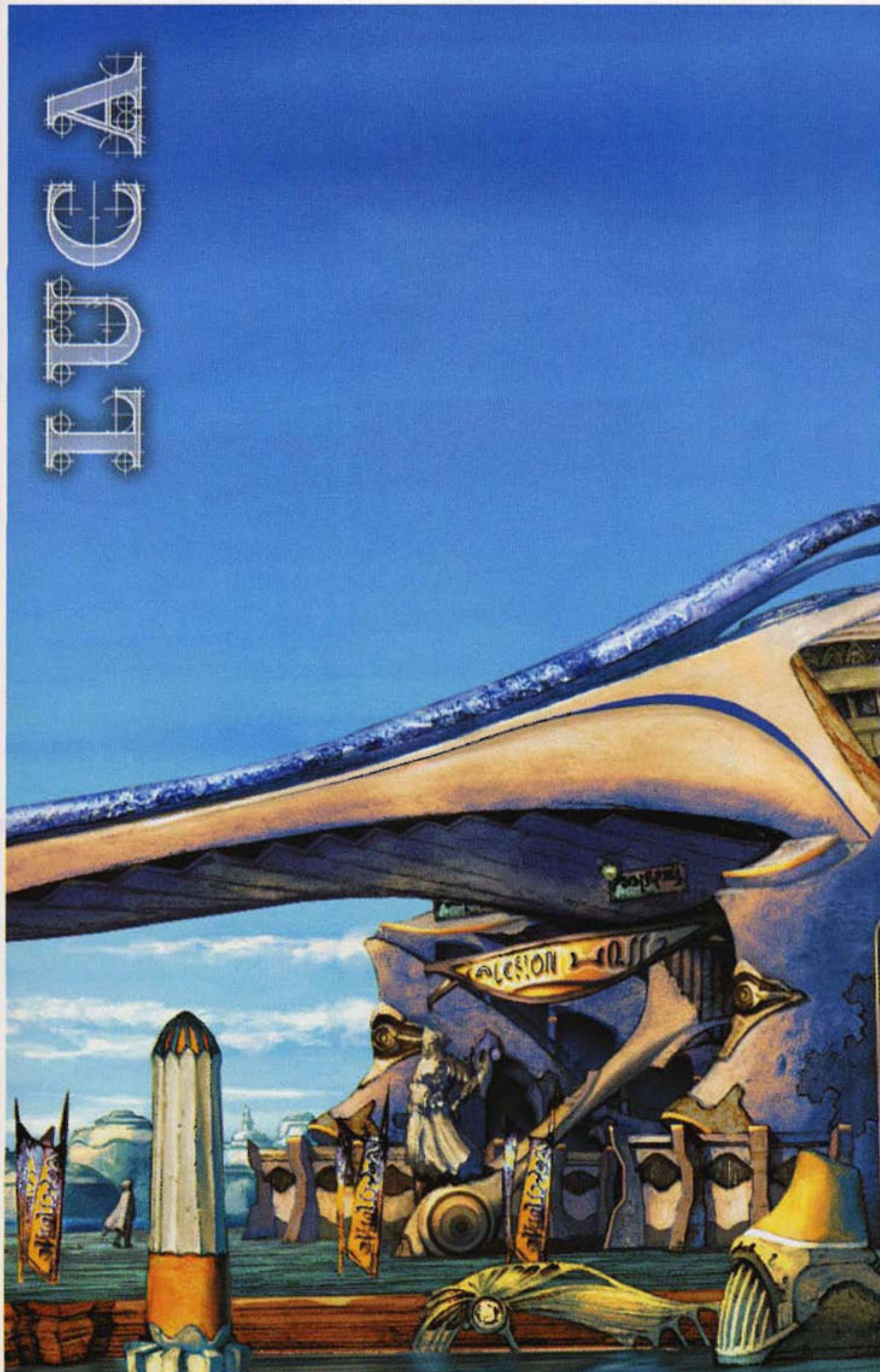
The Search Sphere enables you to find four more ciphers for the door inside the cave where Wakka was found. Along the path, you'll find a chest containing an **Ether**. This path eventually leads to a ledge high above the waterfall area, where an extra Garment Grid is located. For more details, refer to the section on Besaid Island in Chapter 3.

Since you probably can't afford such exorbitant prices at this early stage of the game, return to the shop and speak to the clerk again in Chapter 3. At this later point in the game, the clerk will be desperately attempting to sell the key for a much lower price, and you can easily acquire and use the Search Sphere at that time.

BESAID ISLAND SHOP

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Watery Gleam	3000
Blue Ring	3000

LUCA



ACTION CHECKLIST



1. Hand out 10 balloons in Luca square.



2. Return to Luca from the Celsius.



3. Speak to Rin in the locker room corridor below the stadium.



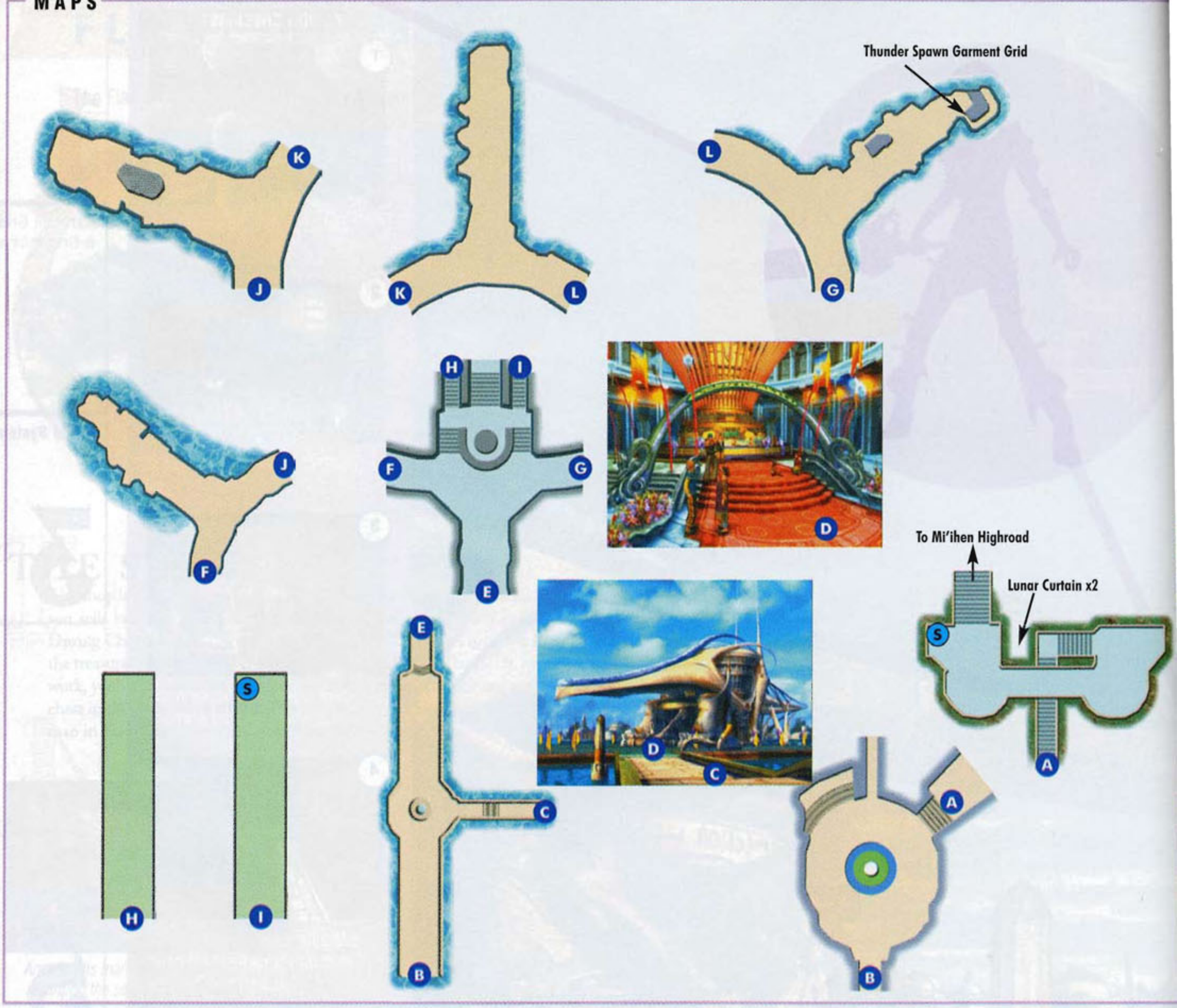
4. Learn the rules of Sphere Break from the instructor in the other locker room corridor.

COMPLETION: +1.6%

ITEM CHECKLIST

- Healing Wind Garment Grid (E)
- Lunar Curtain (x2)
- *Al Bhed Primer (E)
- Helm Coins (x5) (E)
- Zurvan Coins (x5) (E)
- Coyote Coins (x5) (E)
- Flan Coins (x5) (E)

***Only if you haven't mastered Al Bhed.**



PROMOTING THE IMPOSTOR

Return to Luca for a little fanfare following the concert. Dressed as a moogle, Yuna must hand out 10 balloons in the plaza area. The child running in a circle and a man dressed in green will not accept balloons, but everyone else will. Give a balloon to the man standing near the door at the back of the red carpet area. Also, there are two people hidden behind a window near the café. Examine the window to open it. Give each person behind the shield a balloon. After completing this task, Yuna receives the **Healing Wind Garment Grid**. This Garment Grid enables the user to cast Cure. It also allows the user to cast Cura and Curaga by changing dresspheres during combat.



Open the window at the café in the back of the area.



Give balloons to these two guys, and everyone else in the square who will take one.



Give this hidden man a balloon as well.

INTRODUCING SPHERE BREAK

After completing the first mission in Luca and returning to the Celsius, return to Luca again. Descend the stairs, and this time, notice a chest on a small islet just over the curb. Climb onto the curb and jump over the tree to the chest that contains a **Lunar Curtain (x2)** during Chapter 1. This chest reappears during different chapters, so check it out each time.



Climb onto the curb, then jump over the chest.



Rin also encourages your language studies by handing over ***Al Bhed Primer XXII****.*

Travel to the stadium and go down the stairs behind the information booth and to the right of the entrance to the stadium. Those who played *FINAL FANTASY X* will instantly recognize Rin of the Al Bhed Travel Agency. He is introducing Sphere Break, a mini-game that people can't stop playing in Luca.

To learn how to play Sphere Break, exit the corridor and head to the other locker room corridor to the left of the entrance to the stadium. Speak to the little person in blue standing at the front of the crowd and ask questions to learn about Sphere Break. The important question to ask is "Tell me the rules!" for which you receive **5 Helm Coins, 5 Zurvan Coins, 5 Coyote Coins,** and **5 Flan Coins**. You'll then learn how to play Sphere Break from start to finish. After reading all the tutorials, speak to the little blue person again to practice Sphere Break. Learn as much about Sphere Break as possible because there is a tournament in Luca during Chapter 3!



This little person knows all the rules. Read the tutorials because your skills and knowledge of the game will be tested in Chapter 3's tournament.



ACTION CHECKLIST

1

Yuna remembers her journey on the Mi'ihen Highroad.

COMPLETION: +0.2%

WANDERING FIENDS



BULLY CAP
HP: 94 | AP: 1 | Gil: 14
Steal: Eye Drops
Drop: Eye Drops



DIVEBEAK
HP: 10 | AP: 1 | Gil: 12
Steal: Potion
Drop: Antidote



FLAN PALIDO
HP: 188 | AP: 1 | Gil: 30
Steal: Potion
Drop: Potion



FLY EYE
HP: 258 | AP: 1 | Gil: 20
Steal: Phoenix Down
Drop: Phoenix Down



IRON GIANT
HP: 222 | AP: 1 | Gil: 40
Steal: Budget Grenade
Drop: Budget Grenade



PURPUREA
HP: 196 | AP: 1 | Gil: 18
Steal: Echo Screen
Drop: Echo Screen



QUADRICORN
HP: 188 | AP: 1 | Gil: 13
Steal: Echo Screen
Drop: Potion



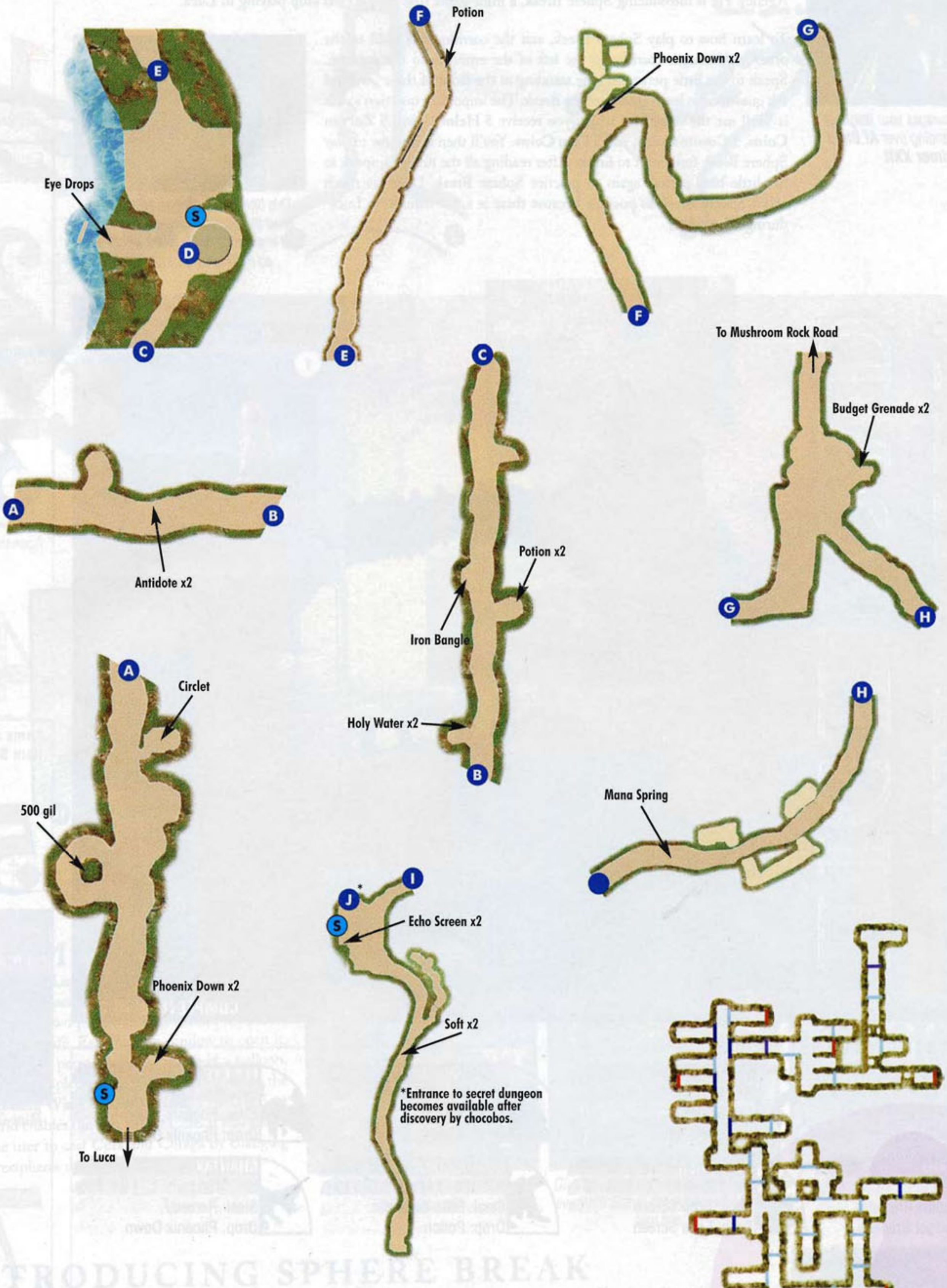
SHANTAK
HP: 1130 | AP: 1 | Gil: 120
Steal: Remedy
Drop: Phoenix Down



WILD WOLF
HP: 185 | AP: 1 | Gil: 12
Steal: Potion
Drop: Potion

ITEM CHECKLIST

Phoenix Down (x2)	Antidote (x2)	Iron Bangle	Phoenix Down (x2)	Echo Screen (x2)
500 gil	Holy Water (x2)	Eye Drops (x2)	Budget Grenade (x2)	Soft (x2)
Circlet	Potion (x2)	Potion	Mana Spring	


Potion
Phoenix Down x2
Eye Drops
Antidote x2
Potion x2
Iron Bangle
Holy Water x2
To Mushroom Rock Road
Budget Grenade x2
Circlet
500 gil
Phoenix Down x2
To Luca
Echo Screen x2
Soft x2
*Entrance to secret dungeon becomes available after discovery by chocobos.
Mana Spring





The Mi'ihen Highroad is just as populated as ever with interesting people.

Enter the Mi'ihen Highroad to gain a few story completion points. Speak to the people near the entrance if you desire. The guy by the stairs explains the benefits of riding a hover versus using a chocobo like in the old days. Speak to the person closer to the Save Sphere if you want to ride a hover to another destination; it only costs 30 gil. However, traveling up the Mi'ihen Highroad on foot is a great way to level up, learn abilities, and gain some items from chests.

HIGHROAD TRAVEL AGENCY SHOP

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Gauntlets	2500
Tiara	2500

MUSHROOM ROCK ROAD

ACTION CHECKLIST

1



Speak with Yaibal.

2



Talk to Clasko.

3



Follow Leblanc's men into the ravine.

4



Confront Logos and Ormi at the Den of Woe.

5



Learn about the Den from Maroda.

6



Cross Mushroom Rock Road until Elma greets the party.

7



Ride the elevator to the higher level.

8



Speak to Lucil two times at the entrance of Youth League Headquarters

9



Listen to Maechen's full story.

10



Return to the entrance and talk to Clasko. Agree to let him ride on the airship.

11



Aboard the Celsius, Shinra plays the contents of Crimson Sphere 9.

12



Check up on Clasko in the Cabin area.

COMPLETION: +4.6%

WANDERING FIENDS



BULLY CAP
HP: 94 | AP: 1 | Gil: 14
Steal: Eye Drops
Drop: Eye Drops



COYOTE
HP: 74 | AP: 1 | Gil: 10
Steal: Potion
Drop: Potion



RED ELEMENTAL
HP: 99 | AP: 1 | Gil: 26
Steal: Potion
Drop: Potion

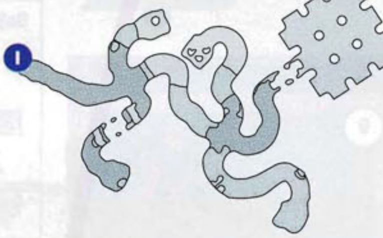


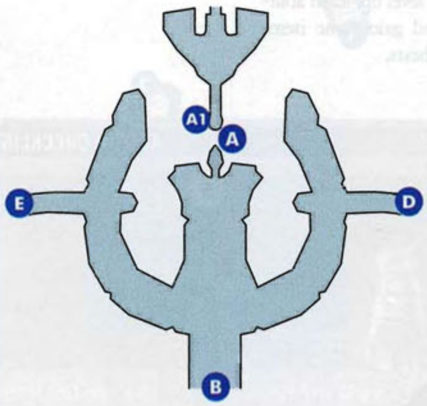
TONBERRY
HP: 9999 | AP: 2 | Gil: 300
Steal: Ether
Drop: Hi-Potion

ITEM CHECKLIST

1000 gil	Hi-Potion	Heart of Flame Garment Grid
Turbo Ether	Crimson Sphere 9	Favorite Outfit
Phoenix Down	Glass Buckle	Restless Sleep Garment Grid

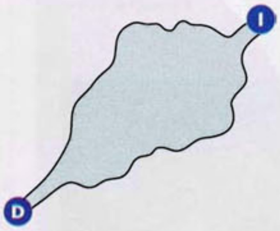
MAPS

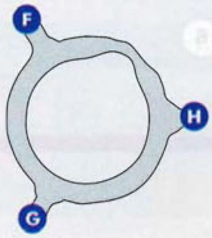




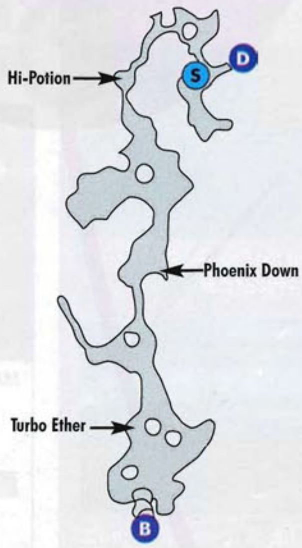






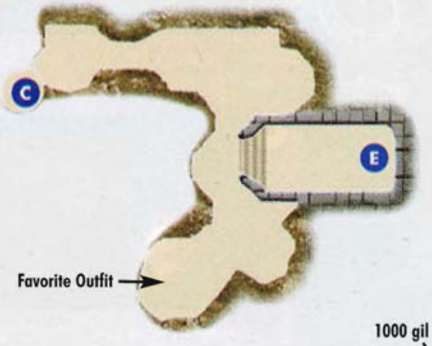


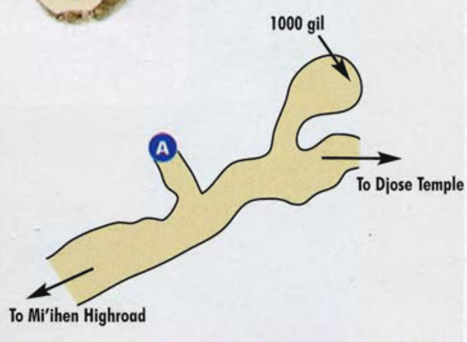












YOUTH LEAGUE GREETINGS

Entering from the Mi'ihen Highroad, the girls spot Leblanc's cronies traveling ahead. Continue forward until Yaibal addresses Lady Yuna. Agree to destroy the fiends on the road, then speak to Clasko, a recognizable character from *FINAL FANTASY X*. Continue up the road to collect the **1000 gil** from the treasure chest near the statue of Mi' ihen, then return to the Youth League greeting party and head past them into the next area.



FOGGY FIEND FRENZY

Follow Logos and Ormi into the ravine, and fight through the lower areas, collecting the items from the chests along the way. Upon reaching a Save Sphere, go inside a cave to confront the bandits. When they flee, Logos and Ormi leave behind the **Crimson Sphere 9** in their haste. Examine the strange door to see something weird and mysterious, then head toward the exit to speak with Maroda. Leave the cave and run back to the point where you dropped into the lower area.



TONBERRY TERROR

If you encounter a Tonberry, run away! These deceptively small creatures have 9999 HP and inflict tremendous damage to low-level characters. Only by casting your most powerful spells repeatedly will you defeat a Tonberry. Offering little EXP and AP, the only advantage to fighting a Tonberry is that they are added to Shinra's bestiary. Otherwise, you might steal Ethers and pilfer large amounts of gil from them. However, the chance to steal from them is very small. Unless you like taking extreme risks, command your party to escape after successfully robbing the monster.



MEETING WITH THE YOUTH LEAGUE

Continue across the upper part of Mushroom Rock to the north lift and ride it up to the elevator level. After speaking with Elma, the mission is complete. The party receives a **Glass Buckle** and the **Heart of Flame Garment Grid**. After the scene, move below the guards and open the treasure chest on the lower ledge to obtain **Favorite Outfit**. Get on the elevator and ride to the level above.



Move to the rear of the elevator and press X.



*Hidden on a ledge just outside Youth League Headquarters is a chest containing the **Restless Sleep Garment Grid**.*

Go up to the entrance of the Youth League Headquarters building and speak to Lucil twice to view two different scenes. After speaking with Lucil, find Maechen off to the right. Speak to him and ask him to tell you a story. Use the "Please go on" option if you want to proceed, or use the "Enough, enough!" option to quit. Get through the entire story to understand past events that will come into play throughout the game, and to ensure you gain all the completion percentage possible.



Maechen reveals the entire backstory regarding New Yevon and the Youth League.

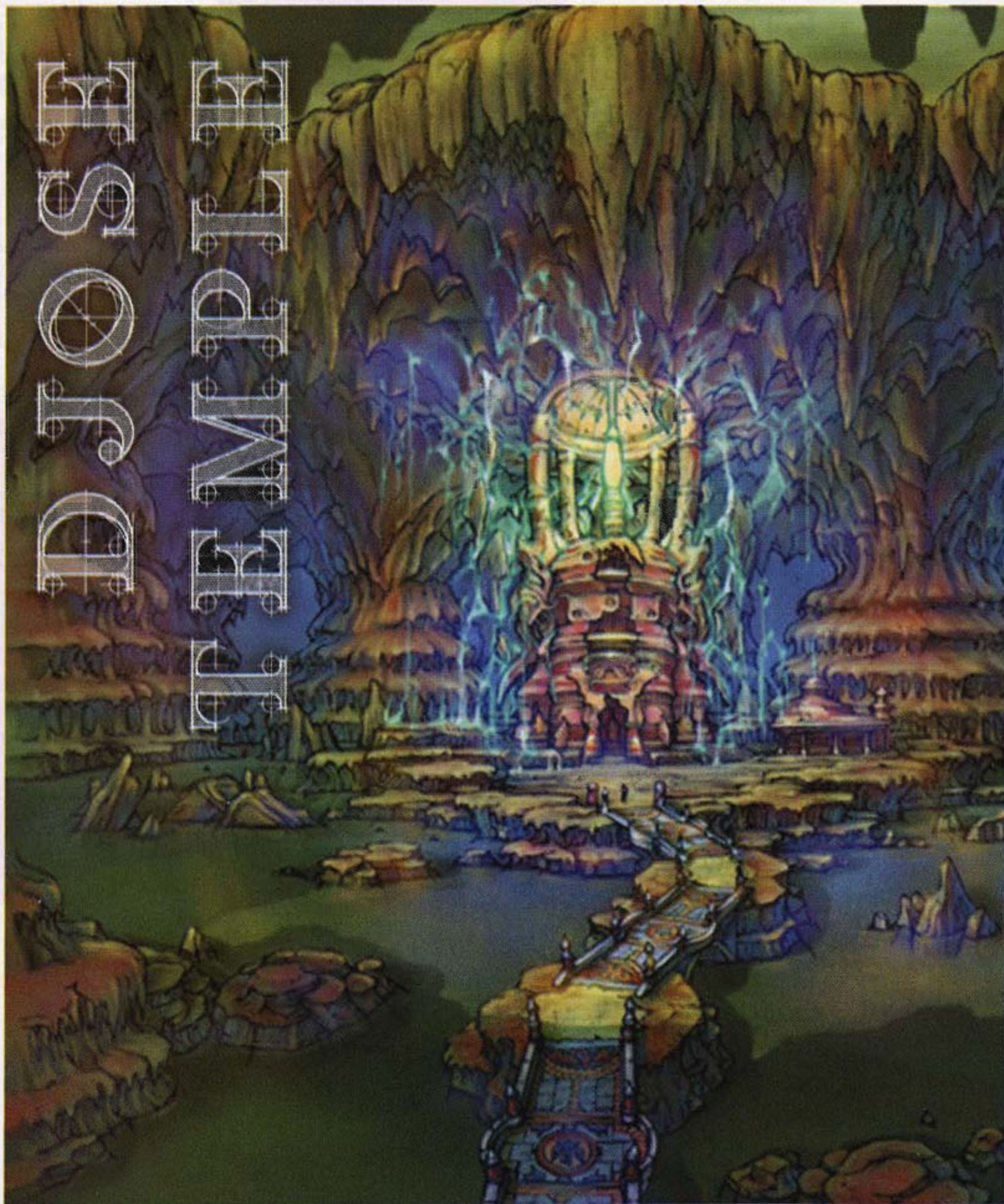
ENDING CLASKO'S MISERY

When you're finished, run through Mushroom Rock back to where Yaibal greeted the party. Continue down toward the Save Sphere and speak to Clasko, who is shaking his head in agony near the edge of the cliff. Allow him to ride onboard the airship by choosing the option, "The more the merrier!" Use the Save Sphere to return to the Celsius, speak to Shinra, and watch Crimson Report 1, which was on the sphere you found in the ravine. Then go down to the Cabin and speak to Clasko, who's standing on the upper level by the window.



Poor Clasko... Will he ever find his true calling? Perhaps you can help and benefit in the process.

DJOSE TEMPLE



ACTION CHECKLIST

1. 

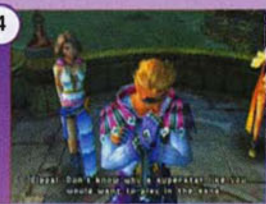
Talk with the NPCs around the area until the line for the interview dwindles.

2. 

Enter the small hut to apply for digging.

3. 

Introduce the party to Gippal inside the temple.

4. 

Follow Gippal out to the bridge just below Djose Temple.

COMPLETION: +1.0%

WANDERING FIENDS



AGAMA

HP	AP	Gil	Steal	Drop
133	1	16	Hi-Potion	Antidote



CHOCOBO

HP	AP	Gil	Steal	Drop
368	0	0	N/A	N/A



DEATH DAUBER

HP	AP	Gil	Steal	Drop
78	1	12	Potion	Potion



SALLET

HP	AP	Gil	Steal	Drop
60	1	10	Potion	Potion



BANDIT

HP	AP	Gil	Steal	Drop
132	1	30	Budget Grenade	Potion



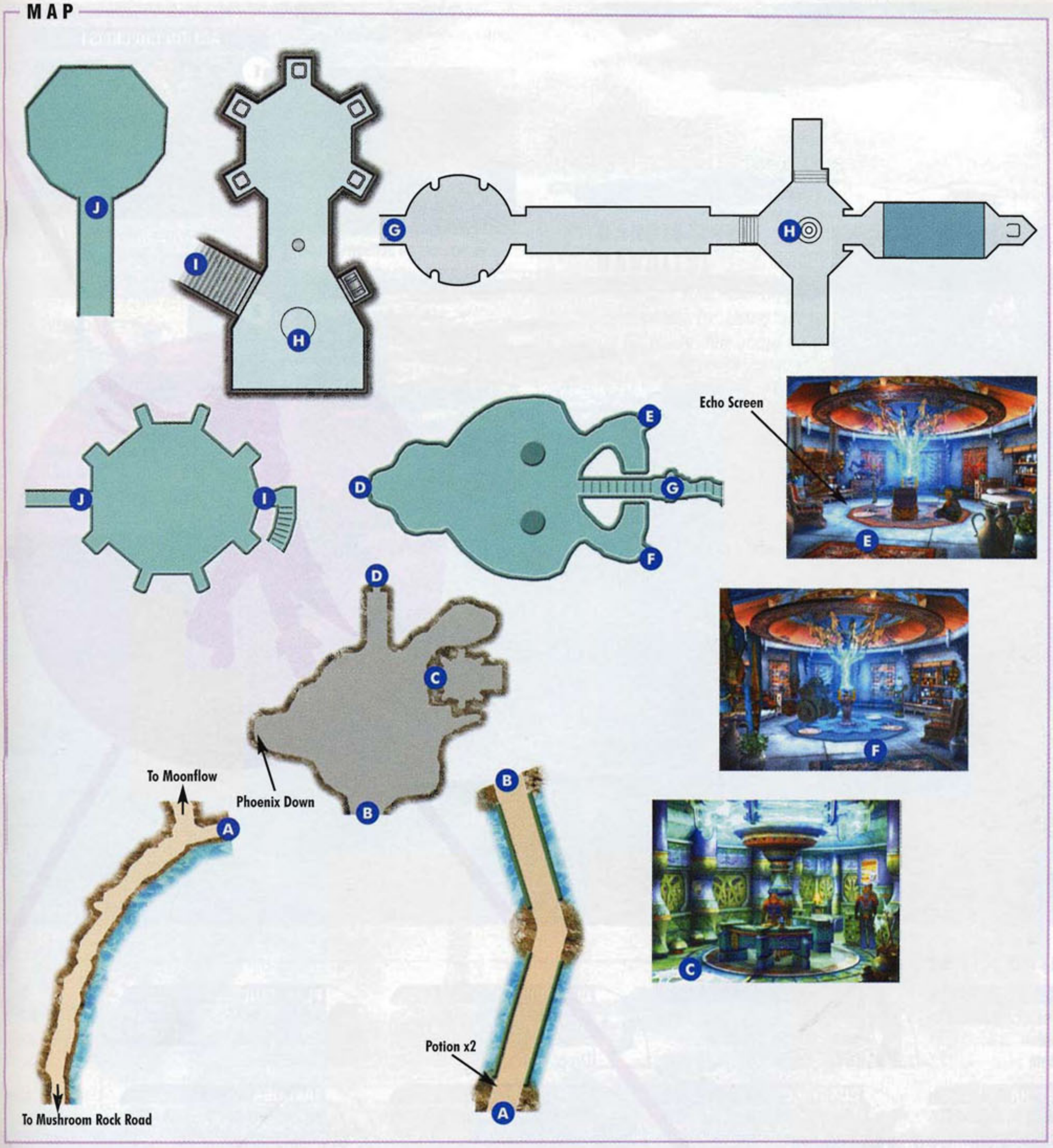
GOLD ELEMENTAL

HP	AP	Gil	Steal	Drop
99	1	25	Electro Marble	Electro Marble

ITEM CHECKLIST

- Phoenix Down
- Echo Screen
- Potion (x2)
- *Al Bhed Primer
- Letter of Introduction

***Only if you haven't mastered Al Bhed.**



GOTTA GET PAID!

Many people are gathered around the Djose Temple entrance waiting to be interviewed by Machine Faction leader Gippal. After the leader arrives, a line forms in front of the shop off to the right. Simply wait in this area until all of the other applicants go inside. To expedite the wait, sneak off to the far side of the area to find a chest containing a **Phoenix Down**, or spend some time speaking to the other people standing around the area.

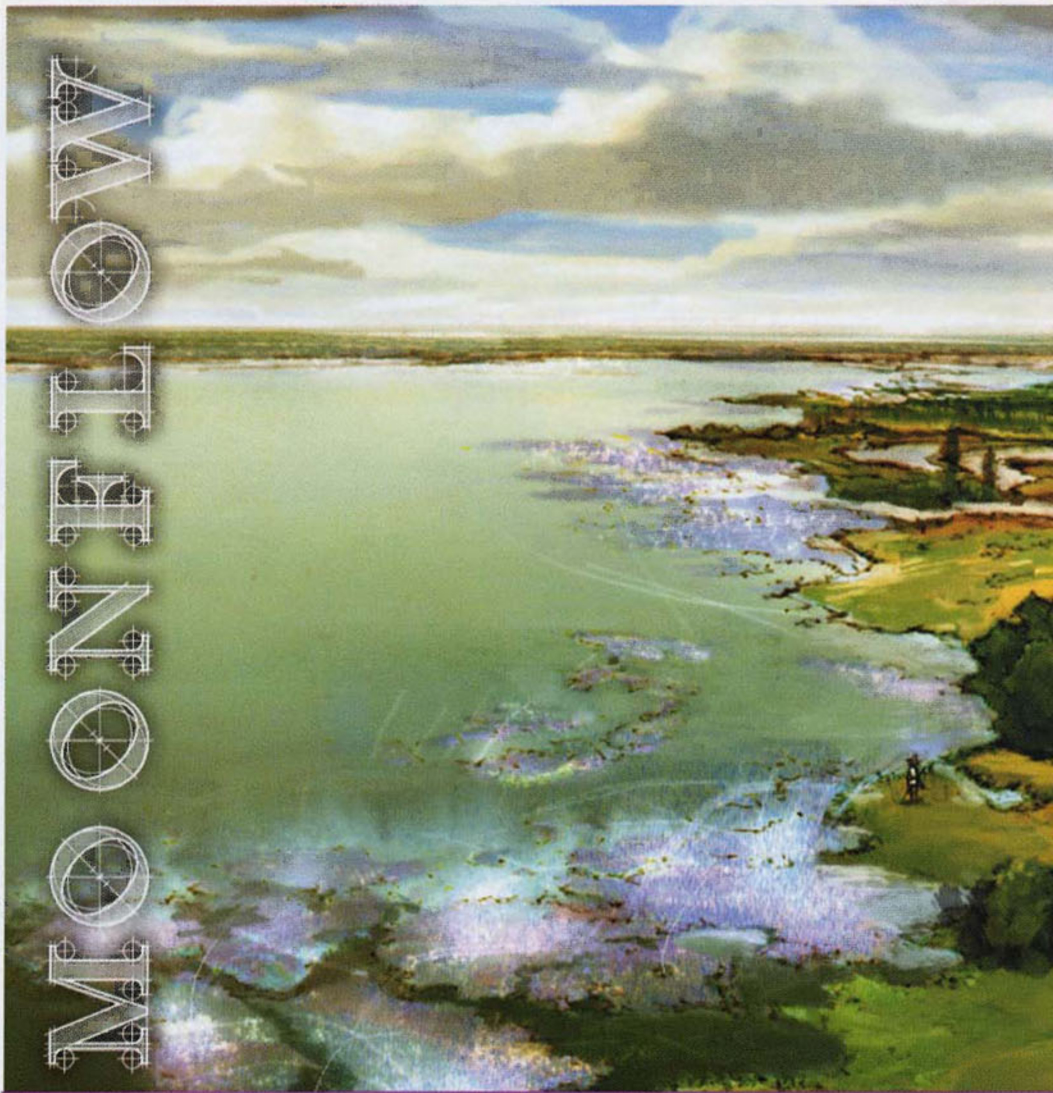


Wait for the line to more forward.



You can take Gippal's letter directly to Bikanel Desert, or you can explore this region further and cross the Moonflow for old time's sake.

After all of the applicants have gone inside, enter and speak to the man at the counter. Tell him you want to dig, then exit the building and go inside the temple. After speaking with Gippal, you receive the **Al Bhed Primer IV**. Follow Gippal out of the temple. Leave the temple grounds and continue across the bridge. After expressing an interest in the job, Gippal will hand over the **Letter of Introduction**. After the scene, head across the bridge to find a chest with a **Potion (x2)** inside.



MOONFLOW

ACTION CHECKLIST

1

Protect the Hypello's caravan from bandits.

2

Ride the shoopuf across the Moonflow.

COMPLETION: +0.6%

WANDERING FIENDS










Fiend	HP	AP	Gil	Steal	Drop
AGAMA	133	1	16	Hi-Potion	Antidote
BANDIT	132	1	140	Budget Grenade	Potion
CHOCOBO	368	0	0	N/A	N/A
FLAN AZUL	55	1	20	Potion	Potion
PROTOCHIMERA	420	1	120	Potion	Phoenix Down
QUADRICORN	188	1	13	Echo Screen	Potion
SHELL SHOCKER	4700	1	780	Iron Bangle	Black Ring
TAKOUBA	984	1	75	Phoenix Down	Phoenix Down

ITEM CHECKLIST

- Gun Mage Dressphere (E)
- Circlet (E)
- Helios Guard Garment Grid (E)

CARAVAN BODYGUARDS

Enter the Moonflow via the navigation menu of the Celsius to trigger an extra scene. Then find a small person dressed in red running nervously around the area near the Moonflow Banks.


This is Tobli. He will reward you well for finding and protecting his caravan.

Head south from the banks of the Moonflow down the road toward Djose, and continue until a Hypello begs for help. For this mission, you must follow the wagon north on the Moonflow road. If any bandits steal any of the cargo, you must chase them down and get it back. Once you catch up to the bandit, press X to initiate a battle and defeat the bandits to retrieve the cargo. After doing so, move ahead of the caravan and the chocobo will begin to pull the wagon forward again.



When the Hypello's wagon reaches a sharp bend in the road, move Yuna around the corner and the chocobo will resume travelling.

When you reach the bank of the Moonflow, Tobli shows his appreciation to the Gullwings by offering the **Gun Mage dressphere**, a **Circlet**, and a **Helios Guard Garment Grid** as a reward! Ride the shoopuf across the Moonflow and race up the forest path to Guadosalam.



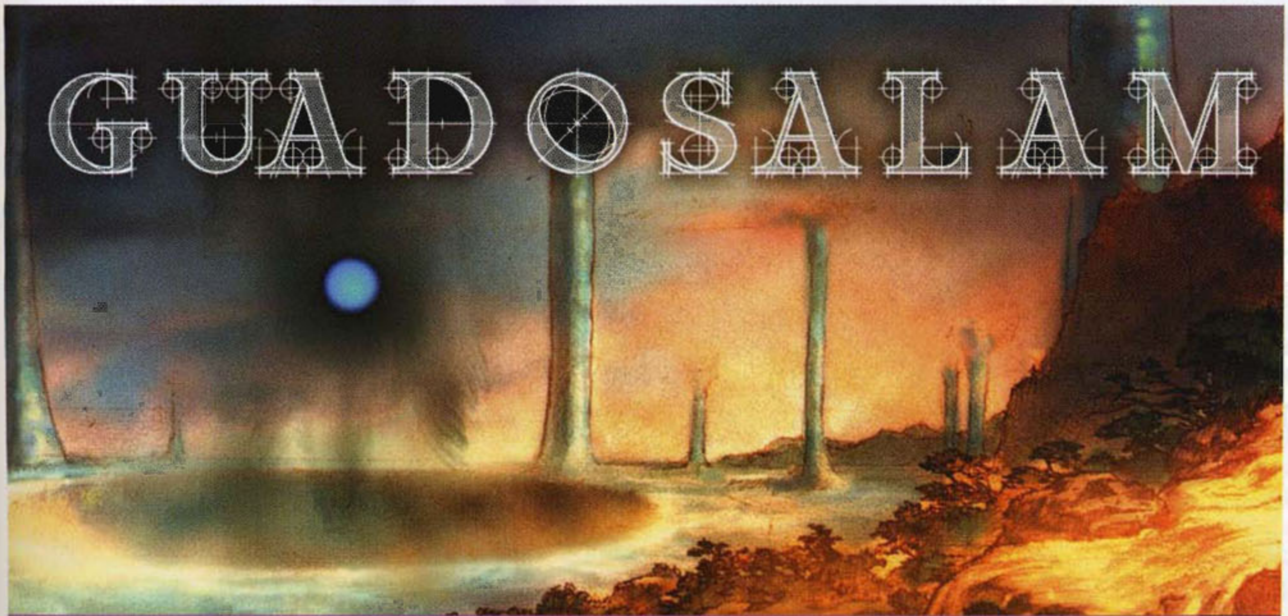
Tobli proves to be a generous sort. It will benefit you greatly to assist him over and over again.

BANDIT THE BANDITS!

A Thief can steal lots of gil from bandits by using the Pilfer Gil ability. Talk about no honor among thieves!



GUADOSALAM



COMPLETION: +0.4%

LONGING FOR THE FARPLANE

The only thing to do in Guadosalam at this point is to gain a small amount of story completion by watching two scenes. After the initial cinema that occurs upon entering the town, move up the central ramp toward the Farplane entrance to view another scene. While you're here, stop at the item shop on the mid-level of town, which carries the best accessories you can purchase in Chapter 1. Afterwards, run back to the lower level and exit Guadosalam via the cave near the Save Sphere.



Watch the second scene near the Farplane entrance to earn more completion %.

GUADOSALAM SHOP

ITEM	COST
Potion	50
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Pearl Necklace	4000
Angel Earrings	5000
Gold Anklet	5000
Kinesis Badge	10000
Mute Shock	15000
Venom Shock	15000



THUNDER PLAINS

COMPLETION: +0.2

WANDERING FIENDS



BICOCETTE
HP: 182 | AP: 1 | Gil: 18
Steal: Potion
Drop: Potion



BOLT DRAKE
HP: 623 | AP: 1 | Gil: 130
Steal: Lightning Marble
Drop: Hi-Potion



CHOCOBO
HP: 368 | AP: 0 | Gil: 0
Steal: N/A
Drop: N/A



GOLD ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Electro Marble
Drop: Electro Marble



LESSER DRAKE
HP: 577 | AP: 1 | Gil: 22
Steal: Potion
Drop: Potion



OCHU
HP: 1480 | AP: 1 | Gil: 133
Steal: Antidote
Drop: Antidote (x2)



RED ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Potion
Drop: Potion

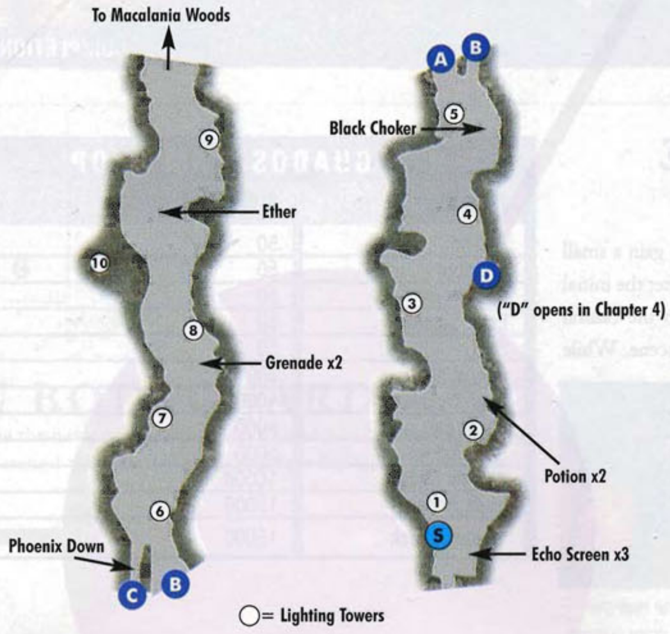


STALWART
HP: 1240 | AP: 1 | Gil: 100
Steal: Phoenix Down
Drop: Phoenix Down (x2)

ITEM CHECKLIST

Echo Screen (x3)
Potion (x2)
Black Choker
Phoenix Down
Grenade (x2)
Ether

MAP







HOME OF LIGHTNING

After Yuna's memoirs, move forward and speak to the Al Bhed near the entrance. Continue across the plains, gathering items and fighting fiends. Stop by the Travel Agency to use the Save Sphere and buy items. Continue through the area to Macalania Woods.

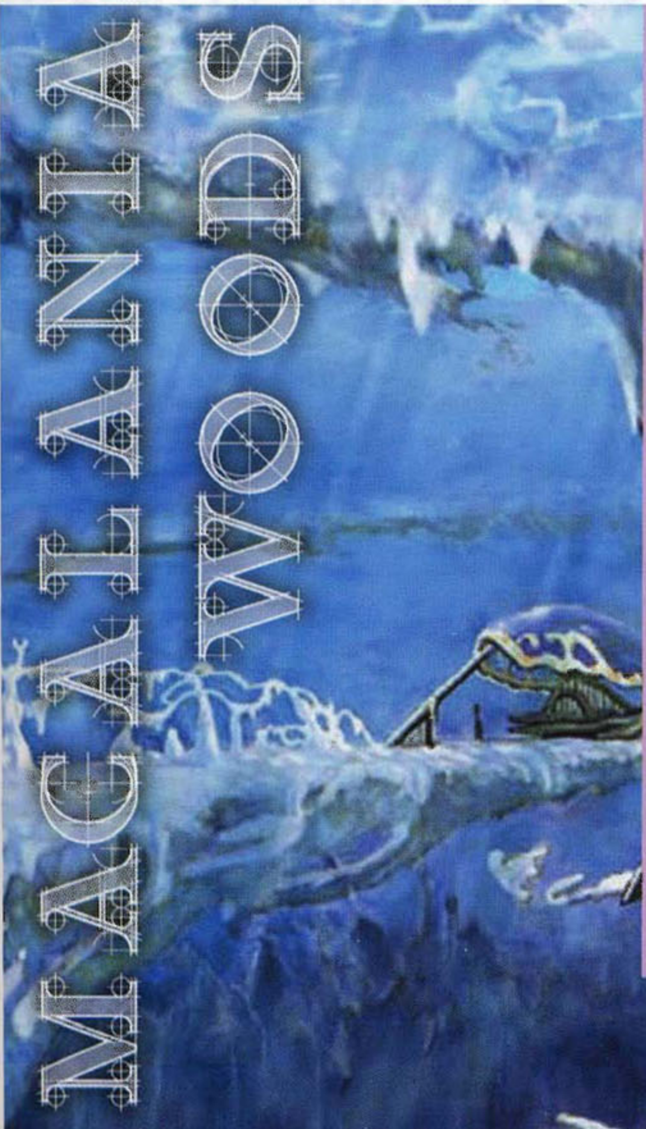


Now that the lightning is under control, there's not much to do but cross the plains, fight, level up, and learn abilities!

THUNDER PLAINS TRAVEL AGENCY

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Lightning Gleam	3000
Yellow Ring	3000

MACALANIA WOODS



ACTION CHECKLIST

1

Speak to the three musicians at various locations in Macalania Woods.

2

Converse four times with Tromell at the Sphere Spring.

3

Visit the Al Bhed Travel Agency to learn that O'aka is in trouble.

4

Chase O'aka back through the woods to the entrance point.

5

Catch O'aka hiding in the tree.

6

Give O'aka permission to come aboard the Celsius, or turn him in.

COMPLETION: +2.2%

WANDERING FIENDS


AMORPHOUS GEL
HP: 973 | AP: 1 | Gil: 380
Steal: White Ring
Drop: Blue Ring


CHOCOBO
HP: 368 | AP: 0 | Gil: 0
Steal: N/A
Drop: N/A


DEEP HAIZHE
HP: 1030 | AP: 1 | Gil: 40
Steal: Gold Anklet
Drop: Hi-Potion


GOLD ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Electro Marble
Drop: Electro Marble


HAIZHE
HP: 653 | AP: 1 | Gil: 22
Steal: Phoenix Down
Drop: Potion


RED ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Potion
Drop: Potion


SALLET
HP: 60 | AP: 1 | Gil: 10
Steal: Potion
Drop: Potion

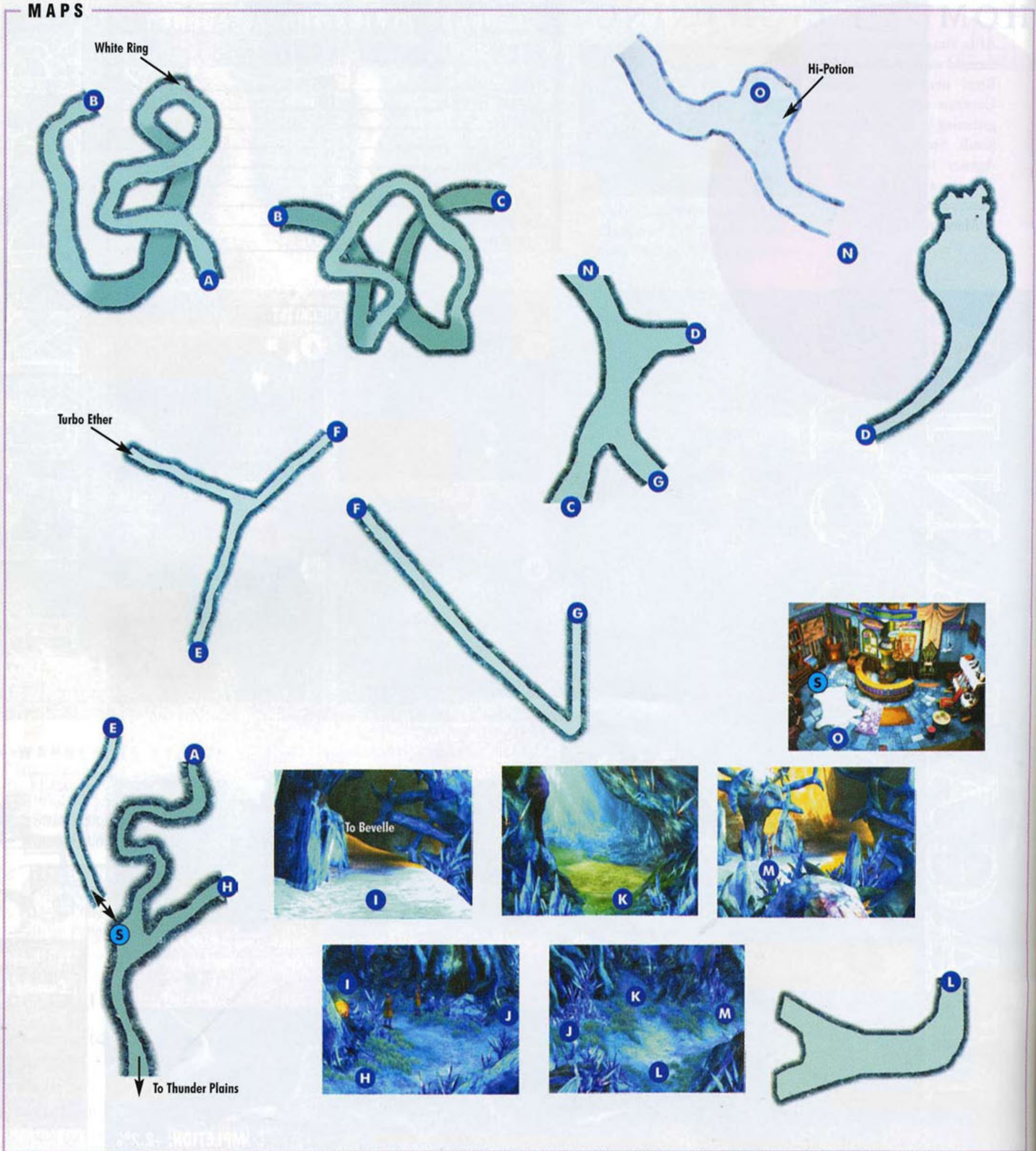

WHITE ELEMENTAL
HP: 77 | AP: 1 | Gil: 26
Steal: Antarctic Wind
Drop: Potion


XIPHACTINUS
HP: 77 | AP: 1 | Gil: 30
Steal: Fish Scale
Drop: Fish Scale

ITEM CHECKLIST

- Turbo Ether
- White Ring
- Full Throttle Dressphere (E)
- Unerring Path Garment Grid (E)
- *Al Bhed Primer (E)
- Ice Queen Garment Grid (E)

***Only if you haven't mastered Al Bhed.**



FRIENDLY RESPONSES

Move toward the figure in blue standing at the foot of the tree branch path to trigger a scene wherein a musician goes to join some of his friends. Follow the path east of the Save Sphere, beyond where the Guado stands. Keep running past the two New Yevon guards into the next area. At the four-path intersection, follow the bottom path to the spring. Speak to Donga, the creature standing at the water's edge. Once Donga fades away, return to the Save Sphere and follow the tree branch path until you spot Pukutak. Speak to the small, brownish creature to initiate another scene. These actions let you accumulate a small amount of completion percentage. This storyline picks up again later in the game, but only if you trigger these mini-scenes.



Bayra is hard to miss as you're entering



Donga stands near the spring's edge.



Pukutak stands on the tree branch path in

FIGHTING AMORPHOUS GELS



Amorphous Gels take very little damage from physical attacks, and these massive blobs have the ability to make themselves strong versus all elements—except one. The best method to defeat an Amorphous Gel is for a Gun Mage to use the Scan ability on the monster. Once you've determined the current weakness of the fiend, a Black Mage or a Warrior can use the proper abilities. However, keep a sharp eye on the creature just in case it uses the Barrier Shift ability to change its elemental weakness and absorption. Cast Scan on the monster again after each Barrier Shift to determine its new strengths and weaknesses.

FAITHFUL TROMELL

Follow the tree trunk path or the shimmering path until you reach a four-way split in the road. Going by the on-screen map, head up the top right fork. Proceed into the area until Yuna reunites with old acquaintance Tromell. Speak to him four times to trigger four separate dialogues. Eventually, he turns over the **Full Throttle** special dressphere for Paine and the **Unerring Path Garment Grid,** which makes transformation to special dresspheres very easy.



Due to his regretful state, Tromell requires four conversations before he finally lightens up and hands over the goods.

O'AKA IN A PINCH

Return to the four-path fork area where the tree branch and shimmering paths converge, and head up the top left path to the Travel Agency area where a coup is in progress. The Al Bhed are hunting the new proprietor, O'aka, who apparently owes them a great deal of gil. After the first scene, you gain an **Al Bhed Primer**, and O'aka walks up behind the Gullwings. Speak to him, if you can, before he runs off. If you don't get a chance to do so, follow him back out of the area to begin the "Follow That O'aka!" mission.

The easiest way to find and catch O'aka is to use the glimmering path to return to the starting point of Macalania. Along the way, you'll see O'aka. When you reach the Save Sphere, head along the east path toward the spring. After just a few steps, O'aka can be seen dashing off again. Stay after him. Head past the two New Yevon guards to a path intersection. Using the on-screen map, take the top path to finally catch O'aka.



O'aka XXIII has problems and you can benefit by helping him out.



The elder Guado on the right accidentally divulges O'aka's hiding spot.

Speak to the elder Guado several times to get a clue as to O'aka's hiding spot, then move behind the tree to the left and search to spot O'aka in the tree. Speak to O'aka again after he's on ground level. By agreeing to hide him on the airship, he hands over the **Ice Queen Garment Grid**. Conversely, if you decide to turn O'aka over to the Al Bhed, his destiny takes a different path, but you still receive the garment grid. This is described in more detail later in the walkthrough.

If you choose to assist O'aka by letting him on the Celsius, return there and speak to the sketchy merchant in the Cabin. His debt to the Al Bhed appears on-screen. The gil amount purchased from him is subtracted from his 100,000 gil debt. If you don't repay the debt in your first game, the amount of debt remaining carries over to your New Game Plus with a 1,000 gil penalty. It is possible to pay down the debt in one game by merely using the Thief's Pilfer Gil ability on every enemy encountered. After erasing his debt, he begins to sell restorative items at next-to-nothing costs. In addition, if you can pay down his debt before the end of Chapter 3, he returns to Macalania Woods. There, he sets up a very valuable shop during Chapter 5.



Buy 100,000 gil's worth of items and O'aka will treat you right.

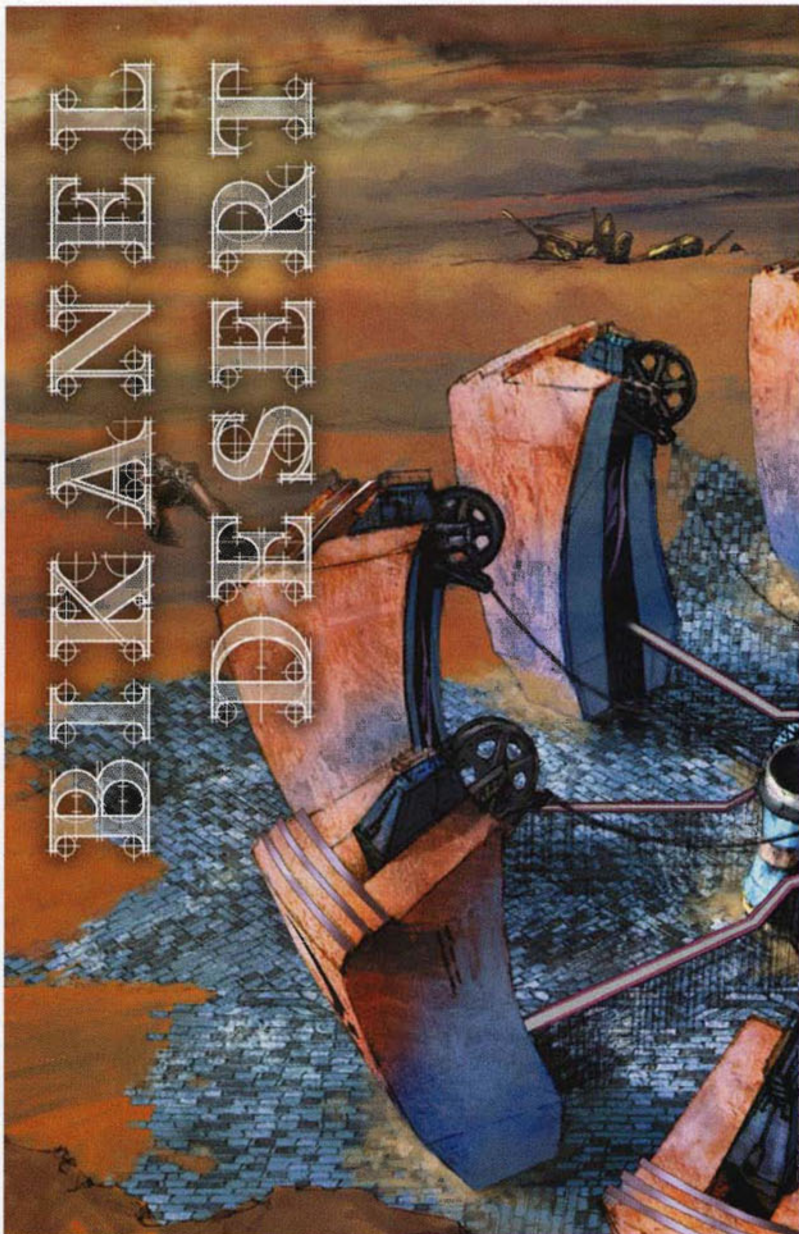
O'AKA THE MERCHANT (STARTING PRICES)

ITEM	COST
Potion	49
Hi-Potion	490
Phoenix Down	98
Antidote	49
Eye Drops	49
Echo Screen	49
Soft	49
Holy Water	29

O'AKA THE MERCHANT (AFTER 100,000 GIL DEBT IS PAID)

ITEM	COST
Potion	5
Hi-Potion	50
Phoenix Down	10
Antidote	5
Eye Drops	5
Echo Screen	5
Soft	5
Holy Water	30

BIKANEL DESERT



ACTION CHECKLIST

1. 

Follow Rikku into the desert dunes.

2. 

Join in the conversation with Rikku and Paine.

3. 

Talk with the pilot near the hover.

4. 

Speak to the two men beside the hover to trigger Nhadala's arrival.

5. 

Introduce the Gullwings to Nhadala by way of Gippal's letter.

6. 

Speak to the pilot to go to the Western Expanse.

7. 

Dig up the needed parts in the desert, and return to the hover before time expires.

8. 

Nhadala rewards the Gullwings with a prize if the dig is successful.

COMPLETION: +0.8%

WANDERING FIENDS



ANGRA MAINYU

HP	AP	Gil	Steal	Drop
333444	30	5000	Megalixir	Ribbon



BOLT DRAKE

HP	AP	Gil	Steal	Drop
623	1	130	Lightning Marble	Hi-Potion



CHOCOBO

HP	AP	Gil	Steal	Drop
368	0	0	N/A	N/A



FLY EYE

HP	AP	Gil	Steal	Drop
258	1	20	Phoenix Down	Phoenix Down



HRIMTHURS

HP	AP	Gil	Steal	Drop
552	1	44	Phoenix Down	Phoenix Down



KILLER HOUND

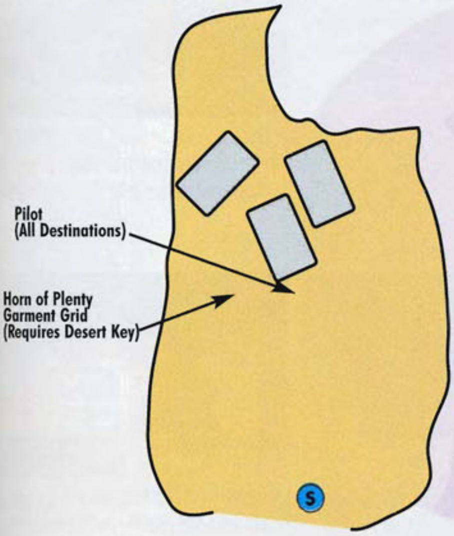
HP	AP	Gil	Steal	Drop
202	1	18	Potion	Potion

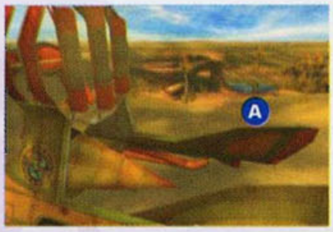
ITEM CHECKLIST

- *Al Bhed Primer
- Still of Night Garment Grid
- Elixir

***Only if you haven't mastered Al Bhed.**

MAP







IN THE SANDS

Bikanel Desert becomes a Hotspot after you receive the **Letter of Introduction** from Gippal. Pilot the Celsius to Bikanel and follow Rikku into the desert. After some Al Bhed rescue the lost party, you receive an **Al Bhed Primer**. Speak to the man standing next to the Save Sphere if you want to buy items.



The merchant calls you back if you attempt to leave the camp.

BIKANEL DESERT MERCHANT

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Fiery Gleam	3000
Red Ring	3000

GET THIS DIG STARTED!

Follow the steps in the Action Checklist to initiate the first desert excavation for machine parts. Upon your arrival at the digging site, use the on-screen map as a guide and run to the yellow "X." When you reach the exact spot, Yuna automatically starts digging. After excavating the needed parts, you can return to the hover or attempt to dig at any of the other white "Xs" on the map. In some white "X" spots, it's possible to dig up useful items, Sphere Break coins, Al Bhed Primers, and accessories. Sometimes a white "X" marks a spot where enemies will ambush your party. Even if you don't get ambushed, random battles will occur.



Whenever you dig, always go for the important item marked by the yellow "X" before chasing after other possible items.



You must touch the hover to complete or forfeit a dig.

You may encounter competition while on an expedition. If another Al Bhed excavator beats you to a white "X", search somewhere else. Don't run too far from the hover, though. If you run out of time, the party suffers from water deprivation and the dig is scrapped. When the on-screen timer drops to roughly 12 seconds remaining, give up and head back to the hover if you've already excavated the yellow "X."

After you successfully complete a dig, you complete the mission and receive a 100 gil reward, the **Still of Night Garment Grid,** and an **Elixir**. At this point, you can return to the Celsius using the nearby Save Sphere, or you can dig some more. The only available location for digging in Chapter 1 is the Western Expanse. As you progress further into the game, more areas open up, and your gil reward for each excavation increases as you take promotion exams at Djose Temple. In addition, mastery of digging at an early stage may result in failure to complete certain events at Djose Temple very late in the game. More on this is explained in the "Chapter 5" section of the walkthrough. Until then, keep your digging to a minimum!



Digging in Bikanel can be extremely rewarding to your pocketbook and your knowledge of the Al Bhed language.

REQUESTING HIGHER PAY

After each five to ten successful digs, return to Djose Temple and use the panel in the south chamber. The device offers a series of options, such as applying for a raise. If the device determines that you are eligible for a raise, you must answer a series of questions with the best attitude. If you score a certain number of points by answering questions, you'll receive a raise for digging. More information on excavation is included in the "Mini-Games" chapter, including the answers that will get you a raise!



Choosing the answers that best suit a professional digger isn't easy, since the answer isn't always what you might think.

UNIDENTIFIED OBJECT APPROACHING!

Occurring randomly during your digging excursions, Picket may report something large heading your way. After a few moments, a large red arrow appears on the radar map and quickly converges on your location. If your yellow arrow touches the approaching red arrow, a battle against a truly ominous foe begins.

Angra Mainyu is a three-part monster. During Chapter 1, only the middle portion is active. Later, in Chapters 2 and 3, the right and left sub-monsters aid in the battle. The left and right subordinates cannot be targeted for attacks or spells right now. When only the center body is active, the sole attack of the creature is the Unnatural Selection attack, which flings the entire party off the battlefield, effectively ending combat. Angra Mainyu performs this attack after exactly 60 seconds or if its HP drops to a "bottom HP level" depending on the chapter you're currently playing. Refer to the table in this section for more details.



This monster proves extremely challenging to defeat, even for veteran RPG players.



Punching attacks from an active right or left arm reduces the party's ability to chain consecutive attacks during chapters after Chapter 1.

To defeat Angra Mainyu, use an item that accelerates one or all of the party members into Haste status, such as a Chocobo Feather or Chocobo Wing. Then chain together attacks in quick succession to prevent the monster from having a turn. If Angra Mainyu doesn't get a turn, it cannot perform Unnatural Selection. The best way to chain together rapid attacks is to transform all of the Gullwings into Thieves and attack in such a manner so that when one Thief attacks and causes the monster to stagger, the next Thief attacks before the creature can execute its turn. Another way to prevent it from having a turn is for all three party members to learn the Gunner's Trigger Happy Lv.3 ability, which greatly extends the time of the attack. Cast Haste on the party, wait until all three Gullwings are ready to have turns, then begin executing Trigger Happy one after another.

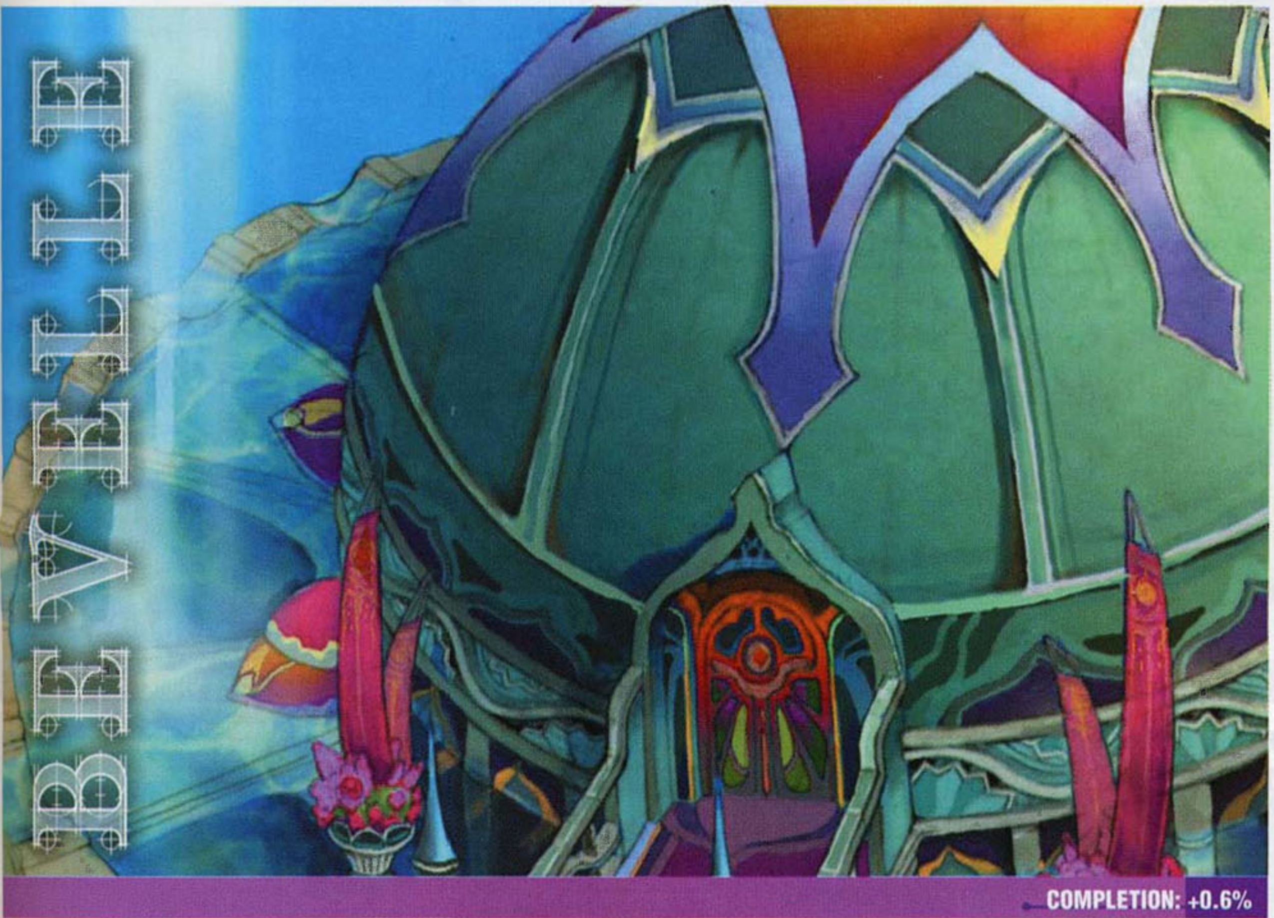
If Angra Mainyu manages to end the battle with the Unnatural Selection attack, its HP remains at the level where you left off. The next time you encounter this unique creature, it will be like picking up exactly where you left off. However, if you reduce the fiend's HP to the "bottom HP level" as shown in the following table, then Angra Mainyu recovers HP up to the "return HP" level before the next battle. For example, if you're fighting the fiend during Chapter 1 and lower its HP to 290,000 or less, the fiend returns with 300,099 HP when it is encountered again. If you reduce Angra Mainyu's HP to 240,000 during Chapter 2, it returns with 266,755 HP the next time you encounter it.



You will probably get blown out of battle several times before you actually defeat Angra Mainyu, but don't quit!

ANGRA MAINYU'S HP BEHAVIOR—333,444 HP MAX

CHAPTER	SUBORDINATES	BOTTOM HP	RETURN HP
1	None	300,099	300,099
2	Right Arm	233,410	266,755
3	Right Arm, Left Arm	166,722	200,066



ITEM CHECKLIST

Tiara

UNEASY VISIT

When entering Bevelle from the Macalania Woods, use the Save Sphere on the left and speak to the old man on the right to ride the lift down the long path. In the next area, move Yuna forward until a woman greets the high summoner. Follow the young lady until a gentleman greets Yuna and goes to summon Praetor Baralai. After the scene, follow Baralai into New Yevon Headquarters. Ride the lift to the upper level and speak to Baralai again to receive a **Tiara**. Guards prevent access to other areas inside the HQ, so return to the Celsius.



Chase after Baralai to get an item, not because he's cute.

CALM LANDS



COMPLETION: +0.2%

WANDERING FIENDS



Fiend	HP	AP	Gil	Steal	Drop
AHRIMAN	99	1	20	Potion	Eye Drops
AMORPHOUS GEL	973	1	380	White Ring	Blue Ring
CHOCOBO	368	0	0	N/A	N/A
COEURL	320	1	30	Phoenix Down	Potion (x2)
DEATH DAUBER	78	1	12	Potion	Potion
DIVEBEAK	10	1	12	Potion	Antidote
NASHORN	482	1	22	Potion	Potion
WILD WOLF	185	1	12	Potion	Potion







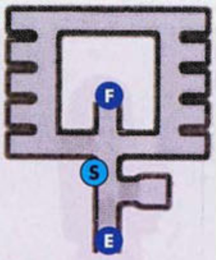


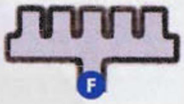
ITEM CHECKLIST

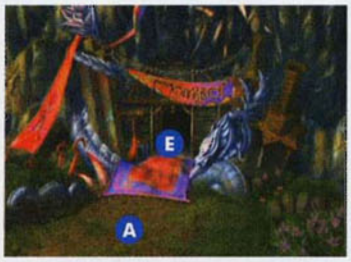
Ether | Phoenix Down | Chocobo Feather (x2) | Potion (x2) | Phoenix Down

MAPS









THE MARKETING DEPARTMENT

The Calm Lands have become a tourist attraction, full of mini-games to play. Two companies are vying for dominance of the tourist trade: Open Air, Inc. and Argent, Inc. Thanks to Rikku and Paine, you have 100 credits to use at either agency. If you want to ride the hover to another part of the Calm Lands, pay the required 10 credits at either company.

To start the publicity campaign, speak to one company representative or the other at any hover, choose the "Publicity menu" option, then choose "Sign me up!" The company awards you publicity points for speaking to people all around Spira by pressing the Square button in an attempt to bolster and promote the company. Each person prefers to be pitched to in a different way. This quest is a game-long undertaking that will have you pitching your company to NPCs in every location during every chapter, so start talking it up!



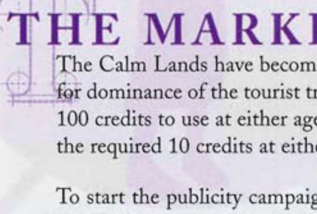
Return to the Calm Lands and speak to any representative to find out how your publicity campaign is going. Refer to the "Mini-Games" chapter for more information.

SPENDING CREDITS

Entering the Calm Lands from Macalania Woods, the first mini-game you should encounter is Lupine Dash, located in the southwest corner of the Calm Lands nearest to the starting point. Two people are standing near a hover. Speak to the person from Argent or the person from Open Air to start the game. If you need to purchase credits to play (you start with 100), purchase them for 10 gil apiece. Choose one or two winning hounds, and hope they win the race. The game pays out credits based on the odds of your hound winning.



Across the field the lupines go, and who will win nobody knows.



Hope you scored high on Frogger, 'cause Reptile Run is twice as hard!

Reptile Run is available from the people standing near the hover just northeast of the center of the Calm Lands. This game functions exactly like the classic arcade game "Frogger." Place a bet, then attempt to navigate your reptile through several lines of fiends. Use the line of spheres displayed on-screen to guide the reptile away from danger spots. If you get caught by a fiend, you lose. If you make it all the way to the other side, the game pays out your winnings based on the time it took for you to reach the finish line.

Sky Slots is the game being offered by the individuals standing near the hover close to the north edge of the Calm Lands. After placing a bet of one to five credits, you must attempt to line up three flying creatures of the same color. More information on all the games at the Calm Lands is covered in the "Mini-Games" chapter.



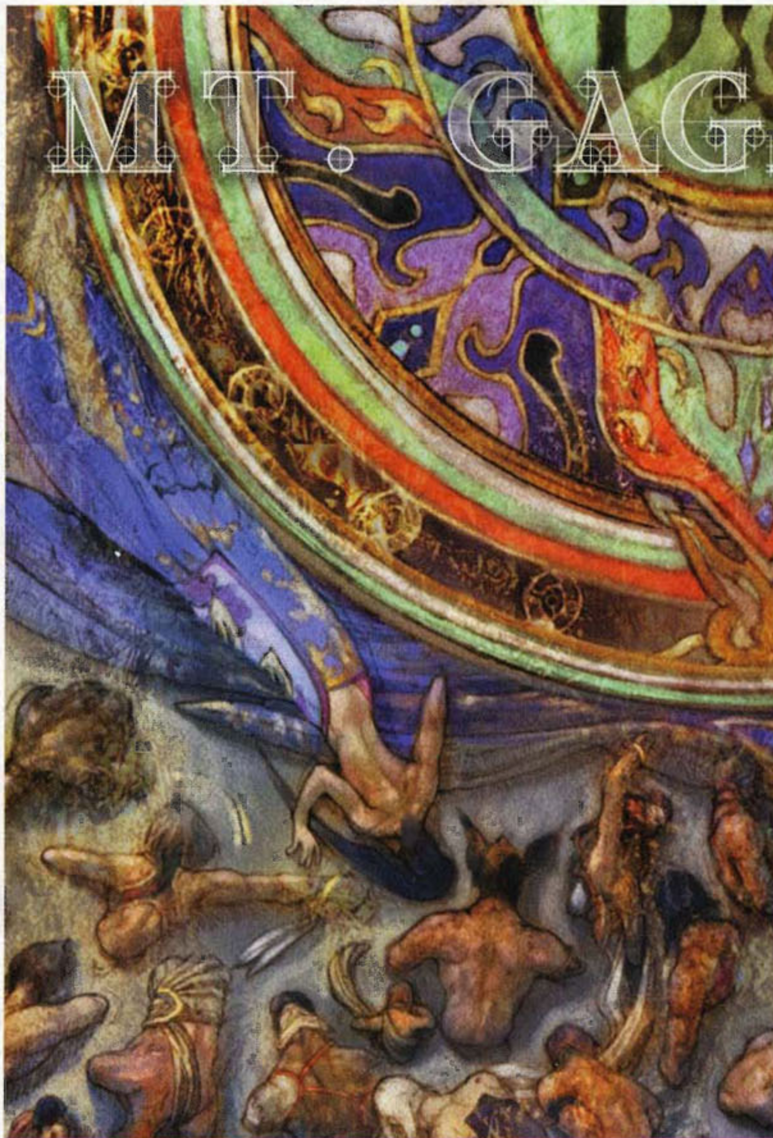
Try to line up three flying creatures of the same color. Go ahead, just try!

A DECENT PROPOSAL

At the Travel Agency near the center of the massive plain is a man who's looking for a wife for his son. Whether you agree to be his wife or not, you can undertake a mission to find a wife for the young man. Approach women throughout Spira and press the Square button to talk to ladies about marrying the man's son. The "Matrimony" mission goes hand-in-hand with the "Publicity" mission. It's a wise idea to undertake both missions simultaneously if you are going to do them.

CALM LANDS TRAVEL AGENCY	
ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Wristband	1000
Amulet	1000

MT. GAGAZET



ACTION CHECKLIST

1 
Reunite with Kimahri.

2 
Answer the complaints of the Ronso in an attempt to unite the tribe.

COMPLETION: +0.4%

WANDERING FIENDS



AHRIMAN
HP: 99 | AP: 1 | Gil: 20
Steal: Potion
Drop: Eye Drops



BICOCETTE
HP: 182 | AP: 1 | Gil: 18
Steal: Potion
Drop: Potion



BULLY CAP
HP: 94 | AP: 1 | Gil: 14
Steal: Eye Drops
Drop: Eye Drops



FLAN PALIDO
HP: 188 | AP: 1 | Gil: 30
Steal: Potion
Drop: Potion



FLY EYE
HP: 258 | AP: 1 | Gil: 20
Steal: Phoenix Down
Drop: Phoenix Down



PROTOCHIMERA
HP: 420 | AP: 1 | Gil: 120
Steal: Potion
Drop: Phoenix Down



TAKOUBA
HP: 984 | AP: 1 | Gil: 75
Steal: Phoenix Down
Drop: Phoenix Down



WHITE FANG
HP: 378 | AP: 1 | Gil: 48
Steal: Potion
Drop: Potion

DISHARMONY IN THE TRIBE

After conversing briefly with beleaguered Ronso Elder Kimahri, Kimahri's rival Garik leaps in to deliver a few critical words. Your responses affect whether or not the Ronso Tribe reunites under their new elder. Choose the appropriate answers from the list that follows to build a better relationship with the Ronso.

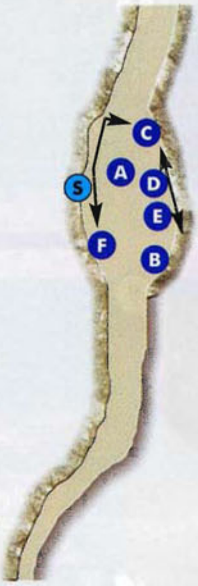
Speak to the Ronso in the area and respond to their concerns. Your responses add or subtract points from the amount that the Ronso trust Yuna. The level of trust you build affects how the Ronso act throughout the game. This will especially come into play during the events at Gagazet during Chapter 3 and Chapter 5. Work to build a strong relationship between Yuna and the tribe by giving the best answers now and in Chapter 2. If you want to know exactly how these answers affect your relationship with the Ronso, refer to the Mt. Gagazet sections in their respective chapters.

If you speak to Kimahri again, he says "Ronso youth grown horns of hatred for Guado," and he expects a response. Your response to Kimahri does not affect events at Mt. Gagazet; it only affects your ability to gain the Trainer dressphere at a later point in the game. **Hint:** Pick the middle option!



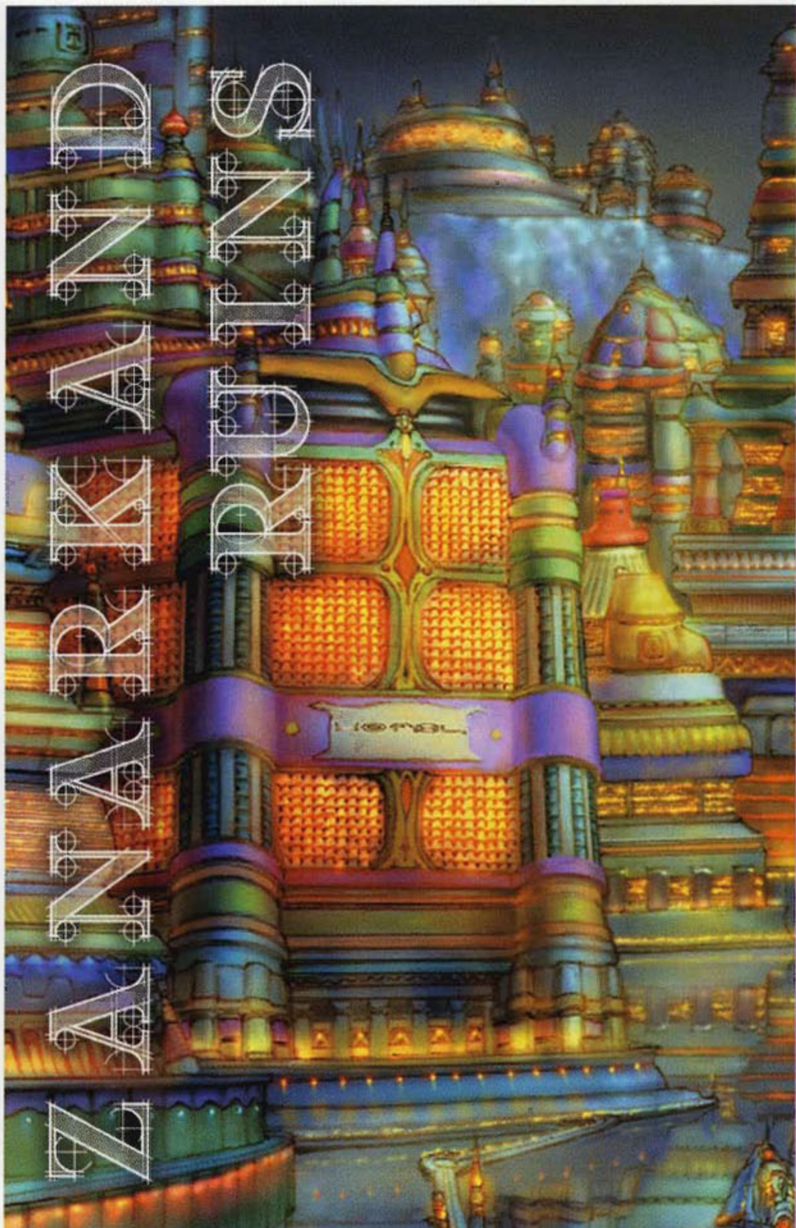
Your answers here have far-reaching political consequences that affect a future boss fight and heavy changes at Gagazet.

MAP



RONSO CONCERNS AND ANSWERS, CHAPTER 1				
MAP LETTER	**RONSO**	**CONCERN**	**YUNA'S ANSWERS**	**TRUST**
A	Woman standing beside Kimahri.	Must ask High Summoner Yuna: Find Lian and Ayde.	Leave it to the Gullwings! Please help Kimahri. I can't promise anything.	+1 0 -1
B	Garik (Conversation starts automatically the first time you enter.)	Garik know Yuna save Spira, but Ronso not saved yet.	That's a really nice horn. We'll take care of Lian and Ayde. Try and be nice to Kimahri.	0 +1 -1
C	Male walking around near exit to the snowy slopes area.	Many Ronso lost lives in battle to defend High Summoner Yuna.	Yes, many Ronso died... I will never forget their sacrifice. What am I supposed to do about it?	0 +1 -1
D	Female on right side of screen at entrance to Mt. Gagazet.	Guado leave Guadosalam. Guado plan dark schemes!	You're just making that up! I'm sure you're right. Hrm.	-1 +1 0
E	Male standing near Garik.	Many friends and kin die two years ago. Ronso grief deeper than mountain snow.	You have to try not to be so sad! I can imagine how you must feel... Tough breaks, huh.	0 +1 -1
F	Male in red armor with green hair on left side of screen at entrance to Mt. Gagazet.	Never forgive Seymour, never forgive Guado!	Hatred won't solve anything! I wouldn't forgive them either. Do what you want.	-1 +1 0
G	Guard near stairs in mountain cave of Mt. Gagazet.	Power of the fayth wane, cave water disappears. Change will come to Ronso, too.	The cave and the Ronso aren't connected. A change for the better, I hope. I... see.	0 +1 -1

ZANARKAND RUINS



ACTION CHECKLIST

1 
Move up the slope on the right to reacquaint yourself with Isaaru.

2 
Follow the Kinderguardians toward the dome.

3 
Defeat Leblanc Syndicate members that attempt to block your path.

4 
Enter the dome and ride the platform elevator to the Chamber of the Fayth.

5 
Speak to Cid inside the chamber.

6 
Enter Lady Yunalesca's chamber and confront a mysterious stranger.

7 
Jump and climb through the corridor to the sphere chamber.

8 
Kill the Guardian Beast.

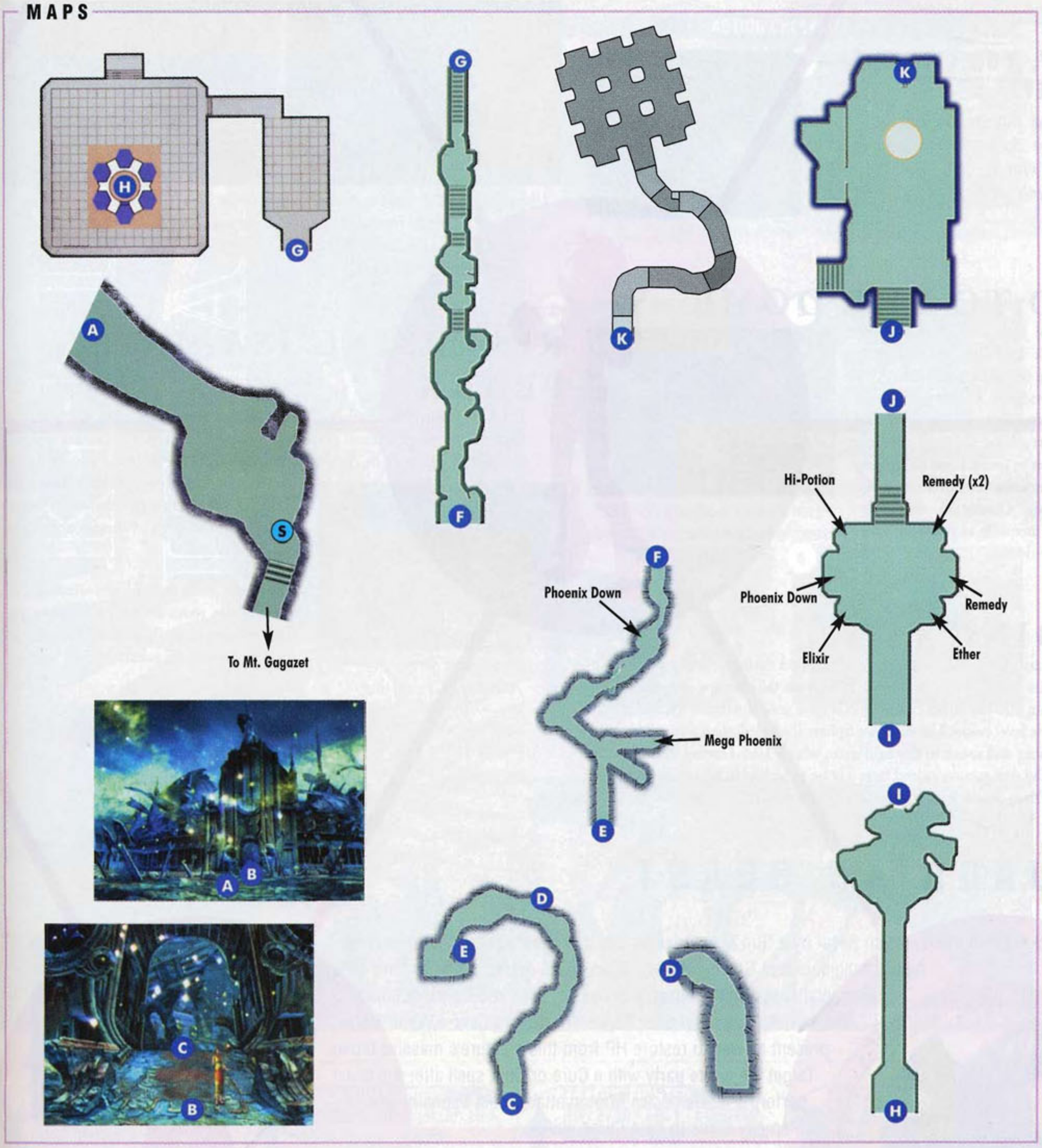
COMPLETION: +2.0%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
BEHEMOTH	1420	1	80	Phoenix Down	Circlet
FLAK PYTHON	152	1	10	Budget Grenade	Potion
GECKO	228	1	18	Antidote	Antidote
MR. GOON	120	1	30	Budget Grenade	Potion
MS. GOON	80	1	30	Budget Grenade	Potion
NASHORN	482	1	22	Potion	Potion
WHITE ELEMENTAL	77	1	26	Antarctic Wind	Potion
GUARDIAN BEAST	2886	1	200	Defense Veil	Amulet

ITEM CHECKLIST

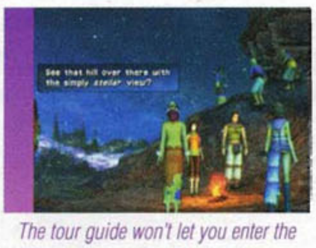
- Mega Phoenix
- Phoenix Down
- Remedy (x2)
- Remedy
- Ether
- Elixir
- Phoenix Down
- Hi-Potion
- Heart Reborn Garment Grid



TOURISTS IN THE CITY OF THE DEAD

After Yuna's sad memories, talk to the people in the crowd. The tourists are so thick here that you can't move through them; therefore, head up the slope and speak to Isaaru. After doing so, the crowd below thins out enough that you can finally proceed toward the dome.

Inside the dome, the Gullwings overhear Pacce instructing the Kinderguardians. Speak to the woman on the left to purchase items, if you desire, then follow the Kinderguardians to the next area.



The tour guide won't let you enter the area until you go up the nearby slope.

ZANARKAND DOME MERCHANT

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Mythril Gloves	1000
Defense Veil	1000



WHY, YOU LITTLE THIEF!

Avoid the monkey to the left just inside the dome. If you attempt to interact with it, the little creature steals some gil!





After speaking to Cid, speak to the man that Cid was talking to. This causes the monkeys to disperse from in front of Lady Yunalesca's former haunt.



In the large round chambers, open the chests while avoiding the monkeys.

ROAD TO THE DOME

Follow the kids into the next area, then speak to Pacce and his gang. Proceed up the hill thereafter to overhear a Syndicate Goon with a big mouth. After fighting the Syndicate enemy party, head through the next intersection to find a chest containing a **Mega Phoenix**, then continue down the slope. Continue defeating Syndicate members as you work your way to the dome.



Even if you try to slip past Ms. Goon standing by the circular portal, she will call you back!

CHIDING CID

Tourists have opened all the chests and emptied them. Continue to the top of the stairs and through the door. Move past the dancing woman in the square room into the larger chamber. Navigate onto the center lift and ride it down to the level below. Use the Save Sphere if needed, then proceed into the next chamber and speak to the bald man, who is Cid. During the conversation, tell Cid that you do indeed have a bone to pick with him by saying, "You bet I do!" Your choice here affects later events on the Thunder Plains.

REVERSING ISAARU'S PRANK

Inside the spiritual chamber, follow Rikku and Paine onto the platform until Isaaru plays a mean prank on them. When five choices are offered, choose the bottom one (Is that you, Isaaru?). With the right choice, Isaaru hands over the **Heart Reborn Garment Grid**. When the former summoner leaves, head down the steps at the far end of the platform.



Don't play Isaaru's game to make him hand over a Garment Grid.

Climb and jump through the winding corridor to the room at the end. When you spot the sphere at the end of the passage, it's time to take on another boss.

GUARDIAN BEAST — BOSS FIGHT

A quick scan of the Guardian Beast by a Gun Mage reveals that it is weak against all forms of elemental magic, except Gravity. While a Black Mage casts second or third level elemental spells on the beast, a Songstress can reduce the accuracy of the monster with Darkness Dance. It's wise to have a White Mage present as well to restore HP from this creature's massive blows. Target the entire party with a Cure or Cura spell after the beast performs its Damocles Photon attack. Cast Esuna or use Remedy items to cure Curse status.





GIL DROPPED: 200
PILFER GIL: 1500

STEAL: Normal: Defense Veil Rare: Defense Veil
DROP: Normal: Amulet Rare: Amulet

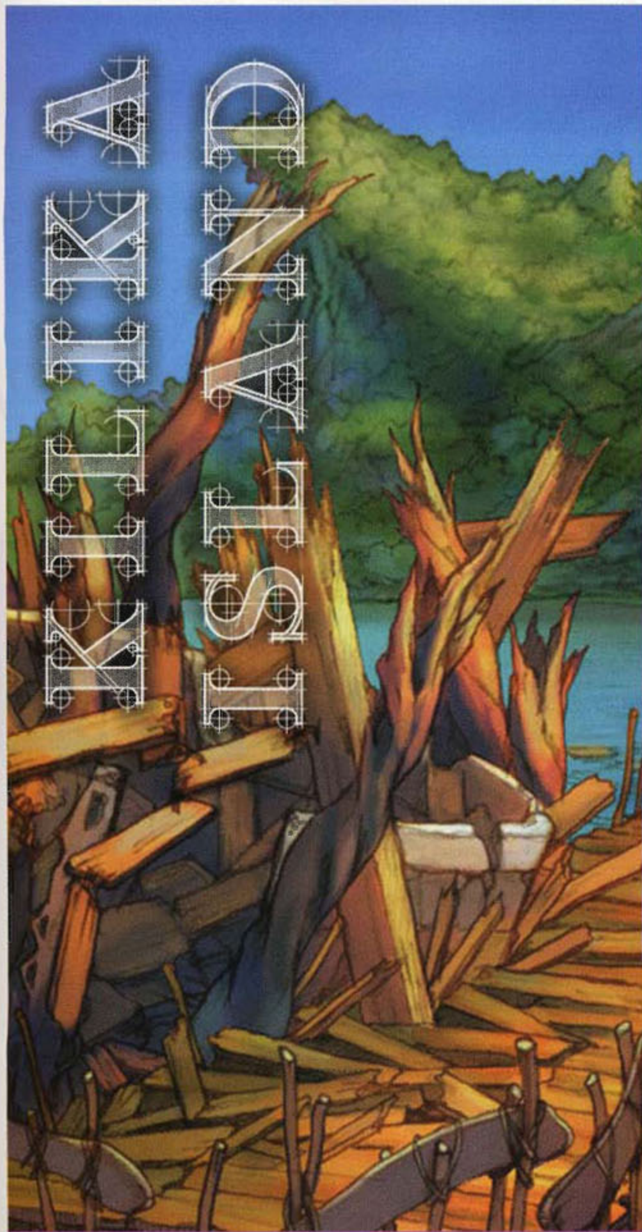
HALF A SPHERE?!

Following the battle, the Gullwings gain a measly half a sphere and regroup onboard the Celsius. Brother receives reports of an "awesome sphere" in Kilika. Afterwards, proceed to the final destination of Chapter 1...



Your stay aboard the Celsius is short.

KILIKA ISLAND



ACTION CHECKLIST



1. *Stop by Lady Dona's place to say hello.*



2. *Head through the gates to the Youth League rally.*



3. *Follow Nooj and his group into the forest.*



4. *Navigate through the woods using the path that isn't guarded by New Yevon.*



5. *Speak the correct passwords to fool the guards.*



6. *Deactivate the YSLS-Zero.*

COMPLETION: +1.6%

WANDERING FIENDS



DEATH DAUBER
HP: 78 | AP: 1 | Gil: 12
Steal: Potion
Drop: Potion



LEAGUE DEFENDER
HP: 186 | AP: 1 | Gil: 40
Steal: Budget Grenade
Drop: Potion



LEAGUE FIGHTER
HP: 1730 | AP: 1 | Gil: 140
Steal: Holy Water
Drop: Hi-Potion



PROTOCHIMERA
HP: 420 | AP: 1 | Gil: 120
Steal: Potion
Drop: Phoenix Down



RED ELEMENTAL
HP: 99 | AP: 1 | Gil: 26
Steal: Potion
Drop: Potion



STALWART
HP: 1240 | AP: 1 | Gil: 100
Steal: Phoenix Down
Drop: Phoenix Down (x2)

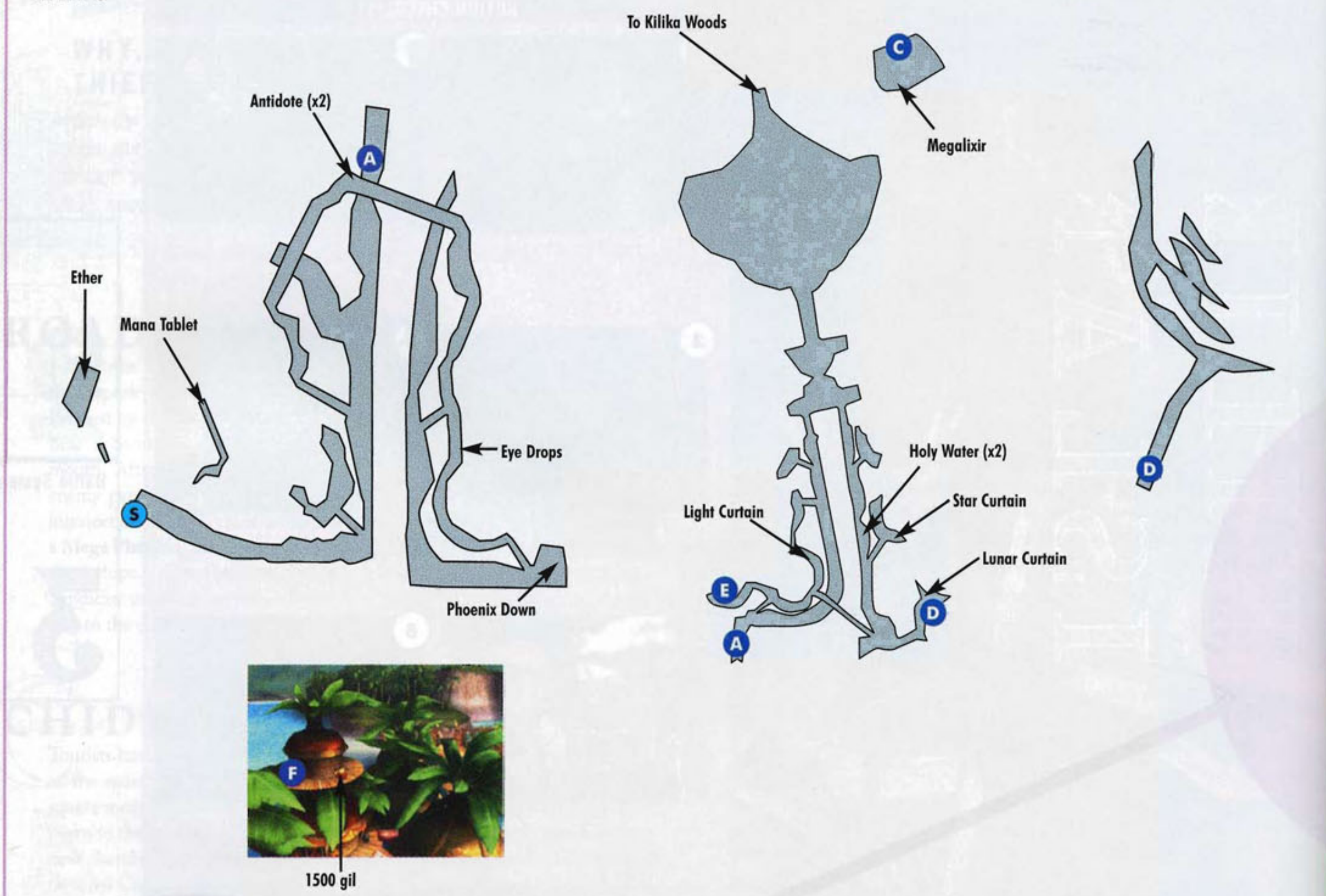


YEVON GUARD
HP: 1722 | AP: 1 | Gil: 140
Steal: Holy Water
Drop: Hi-Potion

ITEM CHECKLIST

Ether	1500 gil	Holy Water (x2)	Turbo Ether (E)
Antidote (x2)	Lunar Curtain	Megalixir	Menace of the Deep Garment Grid
Eye Drops (x2)	Star Curtain	Hi-Potion (E)	
Phoenix Down	Light Curtain	Ether (E)	

MAPS



UNDERSTANDING THE LAYOUT

Kilika port has been rebuilt since its sad destruction in *FINAL FANTASY X*, and now it is a confusing mass of connecting docks and bridges. For that reason, refer to the following section to make navigation much easier:



*1. From the starting point, jump off the dock onto a canoe and, from there, to an isolated chest on a dock which contains an **Ether**.*



*2. Jump from the dock to the right of the Save Sphere to another canoe and from there to a partially hidden platform where a chest contains a **Mana Tablet**.*



*3. Move up the dock and go up the second set of stairs. Cross a bridge and open the chest to get an **Antidote (x2)**.*



*4. Cross the canal and move across the upper platforms to reach chests containing **Eye Drops (x2)** and a **Phoenix Down**.*



5. A woman near a red tent under the bridge in the first area sells items.

KILIKA PORT MERCHANT	
ITEM	**COST**
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

DONA'S TYRANNY

Head back to the stairs on the other side of the canal, then move up the dock until a short scene occurs with Yuna and Rikku. Arriving in the second area, head up the first set of stairs and move left up the ramp and around the hut until Barthello comes out screaming. Go inside the hut and speak to old acquaintance Lady Dona.


Dona drives her man out the door.


Up the stairs in Dona's house, open the chest on the patio to find **1500 gil**.

HIDDEN MONKEYS OF KILIKA

Speak to the woman dressed in blue on the east side of the docks in the first area of Kilika Port. She and some children are playing with a Squatter Monkey. Speak to her a second time, and she asks you to search the Kilika Forest to find more Squatter Monkeys in hiding. There are 13 monkeys hidden here (see the following map). Once you gain access to the Kilika Forest area after the next events in the game, find all of the monkeys. However, you won't be able to report back to the woman dressed in blue for your reward until Chapter 3. At that time, speak to her again and show her that you found all 13 monkeys. In return, she hands over the **Chaos Maelstrom Garment Grid**.



Speak to the woman in blue to undertake the Squatter Monkey finding quest. She also reports how many monkeys you've found thus far.

MAP



YOUTH LEAGUE UPRISING

Proceed to the top of the second section of town, and the guards will open the gate for Yuna. After the speech by Meyvan Nooj, the Gullwings appear just outside Kilika Forest. Follow Nooj into the trees.

After another scene, backtrack to use the Save Sphere near the entrance and fight through the woods. You can't go directly up the center, and Yevon guards block off several of the paths. From the Save Sphere near the entrance, head down the left path. A short cinema of people running through the trees takes you right past the trail you must follow. Go back a few steps and up the trail, coming out behind a group of Yevon guards. Continue up the obscure trail around a curve to reach the central path.


Navigate through the area using the least obvious path.

DETERMINING THE PASSWORDS

Upon reaching the central path, head upward until you hear voices through the trees. Listen in on the conversation, as the Yevon guards divulge passwords you'll need later. If the number of guards at a checkpoint is odd, the password is "Carved Monkey." But keep watching the conversation, because if the number of checkpoint guards is even, then the password changes to "Craven Monkey." If you don't remember the passwords, return to the peeking point and watch the conversation again.



Move toward the top center of the area to overhear the passwords.

GIVING THE PASSWORDS

Follow the outside circular path to the Save Sphere, then approach the guards at the guard checkpoint. Say the appropriate password based on how many guards are standing there. If you give the correct password, they will leave and possibly give you an item. If you give the incorrect password, you're forced to fight them. The final group attempts to trick you by adding two more members and asking for the exact same password again. If you answer all guard groups with the correct password, you receive the **Menace of the Deep Garment Grid**.



The camera switches frantically in an attempt to throw you off.

ONE HARD-TO-FIND LEDGE

Head to the right along the path, then move downward against two greenish trees. When the Circle button appears on screen, jump to a secret ledge where a chest contains a ***Megalixir****.*





NEW YEVON GUARD GROUP NUMBERS, PASSWORDS AND REWARDS

GROUP	# GUARDS	PASSWORD	ITEM
1	4	Craven Monkey	None
2	3	Carved Monkey	Hi-Potion
3	4	Craven Monkey	Ether
4	3	Carved Monkey	Turbo Ether
4 (2nd)	5	Carved Monkey	Menace of the Deep Garment Grid

YSLS-ZERO — BOSS FIGHT



Have a Gun Mage use Mech Destroyer on the metal brute, and command a Songstress to cast Darkness Dance round after round to prevent as many of its hits as possible. If your Gun Mage doesn't know Mech Destroyer yet, change someone into a knowledgeable Black Mage and cast your strongest spells against it. The other party member should keep everyone healthy as a White Mage. Be ready to cast Cure or Cura on all party members at once, especially if everyone's HP gets below 100 points. A single blow from this brute can KO a person with less than 100 HP. Fight hard because after the battle, Chapter 1 is complete!



GIL DROPPED: 1000
PILFER GIL: 1400

STEAL: Normal: Mythril Gloves Rare: Mythril Gloves
DROP: Normal: Wristband Rare: Wristband

AIRSHIP CELSIUS



ACTION CHECKLIST



Speak to Shinra to watch the contents of the sphere stolen from Kilika.



Move the three musicians in the Cabin area onto the elevator.



Return to the Bridge and decide to return the stolen sphere to New Yevon or the Youth League.

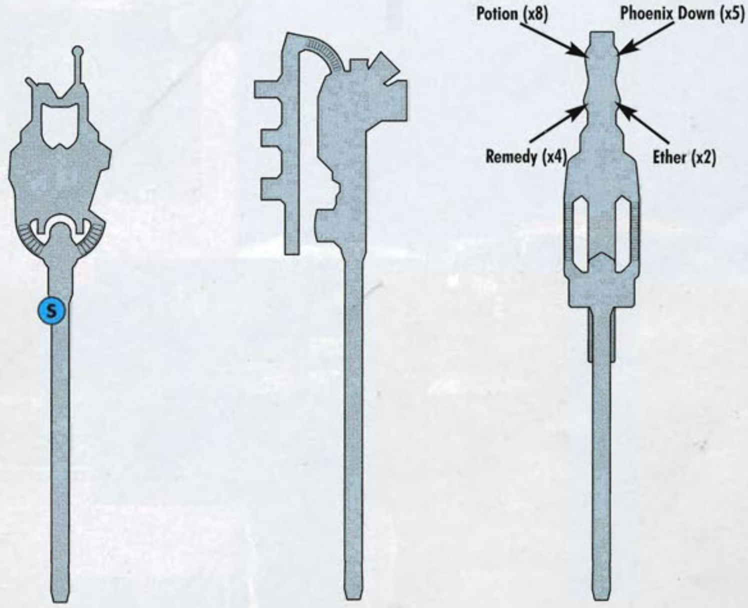
COMPLETION: +4.0%

ITEM CHECKLIST

- *Al Bhed Primer Ⓔ
- Phoenix Down (x5)
- Ether (x2)
- Remedy (x4)
- Potion (x8)
- Leblanc's Sphere Ⓔ

***Only if you haven't mastered Al Bhed.**

MAPS



PRIVATE CONCERT

Shinra plays the movie stored on the sphere that was stolen from Kilika. He will replay the haunting images if you speak to him again after the conversations onboard the Bridge. Afterward, head down to the Engine Room to collect the new items in the four chests. Ride the lift to the Cabin area, where three musicians are practicing in the corridor. Speak to the third musician, Daraya, and start pushing all three of them onto the lift. Position Yuna behind each musician, and move toward the lift. Yuna will guide each musician by collision. You can also get a bonus accessory by pushing Tobli into the elevator. If you want to quit this task, speak to Barkeep at the top of the corridor. Once all three are onboard the lift, Yuna delights the crew with a concert on the deck outside the ship.



If you allowed Clasko and O'aka to join the crew, they will attend the concert.

A WEIGHTY DECISION



FINAL FANTASY X-2 is certainly a game worth replaying, since you can make different choices each time you undertake the adventure.

After Yuna's awesome spectacle, follow Rikku and Paine from the Cabin area up to the Bridge. You must now decide whether to give the sphere that was stolen from Kilika to either the Youth League or to New Yevon. If you give the sphere to the Youth League, you can acquire 100% story completion in a single game. However, if you give the sphere to New Yevon, the highest percentage you can achieve is 99%. Your choice affects the scene that occurs afterward and many other dialogues and conversations throughout the game.

If you give the sphere to the Youth League, the Gullwings fly to Mushroom Rock Road and receive a grand reception from Lucil, Elma, and Nooj. Wherever you travel in Spira, Youth League members will welcome you with respect and thanks. However, New Yevon members will scorn your presence and if you attempt to enter Bevelle, the Gullwings will be forced to fight several sets of soldiers and machina.



The opening events of Chapter 2 change depending on your decision.



Allying yourself with the Youth League is the only way to accumulate 100% completion in a single game.

If you give the sphere to New Yevon, the crew of the Celsius has a conference with the grateful Praetor Baralai. Youth League members will look down upon the Gullwings, and if you attempt to enter Mushroom Rock Road, you're forced to complete an extra mission in which the girls fight Youth League warriors, culminating in a battle against Elma.

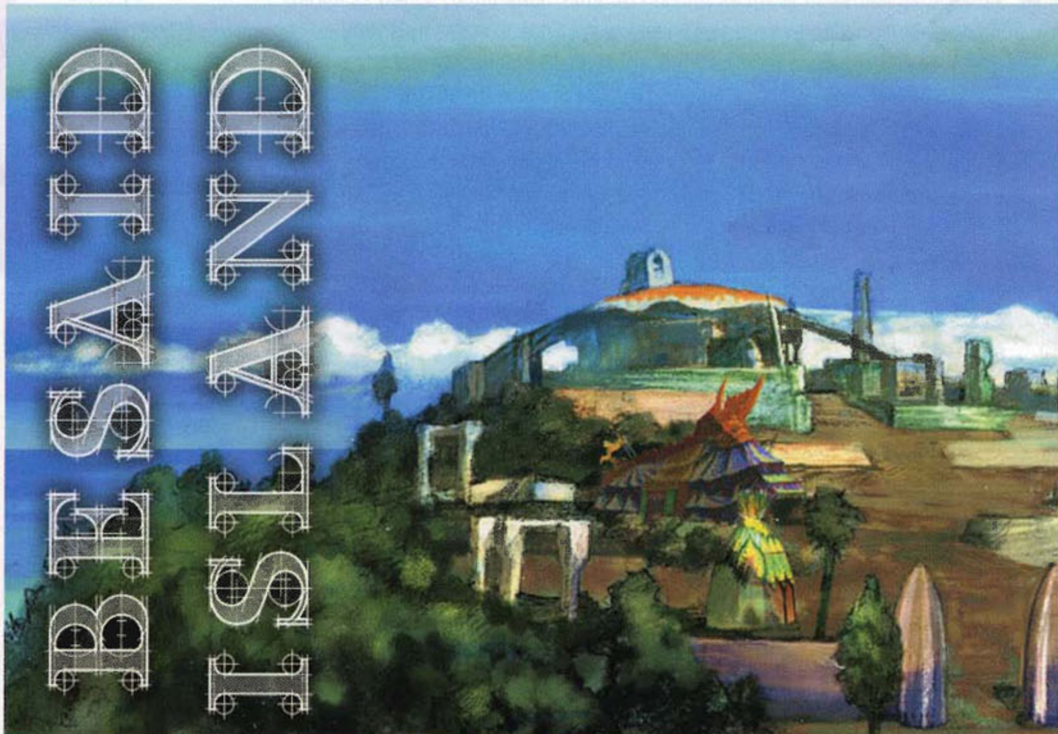
ROBBED!

After choosing a side and handing over the sphere, the Gullwings are called back to the Celsius. Looks like Leblanc is back, and she's up to no good. She, Logos, and Ormi stole the broken sphere found at Zanarkand, leaving behind **Leblanc's Sphere**. For the main portion of Chapter 2, your quest is to find Leblanc Syndicate members (located at Djose Temple, Bikanel Desert, and Mt. Gagazet), defeat them, and steal three uniforms. The order in which you visit these locations and obtain the Syndicate Uniforms is not important. Upon acquiring all three uniforms, the option to fly the Gullwings to Guadosalam to infiltrate Leblanc's chateau will be available.



While searching for opportunities to steal Syndicate Uniforms, be sure to revisit every other location in Spira to undertake a variety of vital missions and side quests.

BESAID ISLAND



ACTION CHECKLIST

1



Speak to the Aurochs to learn about their new trainer.

2



Run the Gunner's Gauntlet and earn 500 points.

COMPLETION: +0.8%

WANDERING FIENDS

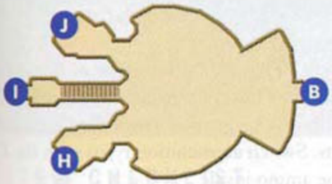
Fiend	HP	AP	Gil	Steal	Drop
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CHOCOBO	368	0	0	N/A	N/A
COEURL	320	1	30	Phoenix Down	Potion (x2)
COYOTE	74	1	10	Potion	Potion
FLAN AZUL	55	1	30	Potion	Potion
IRON GIANT	222	1	40	Budget Grenade	Budget Grenade
LESSER DRAKE	577	1	22	Potion	Potion
PURPUREA	196	1	18	Echo Screen	Echo Screen
SAHAGIN	60	1	7	Potion	Potion
SALLET	60	1	10	Potion	Potion

ITEM CHECKLIST

Wall Ring
Potion (x3)
Hi-Potion (x2)
1500 gil
Enigma Plate Garment Grid E

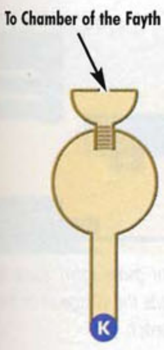
MAPS







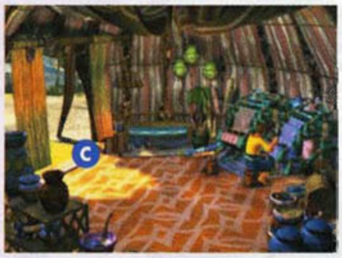




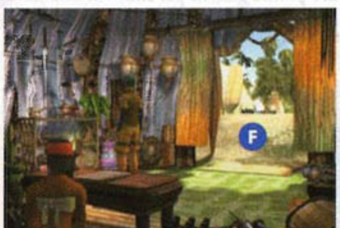


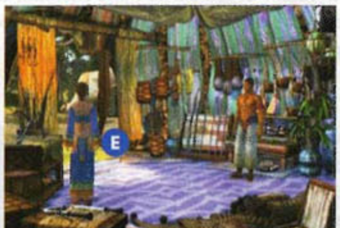




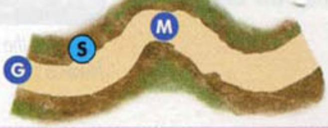


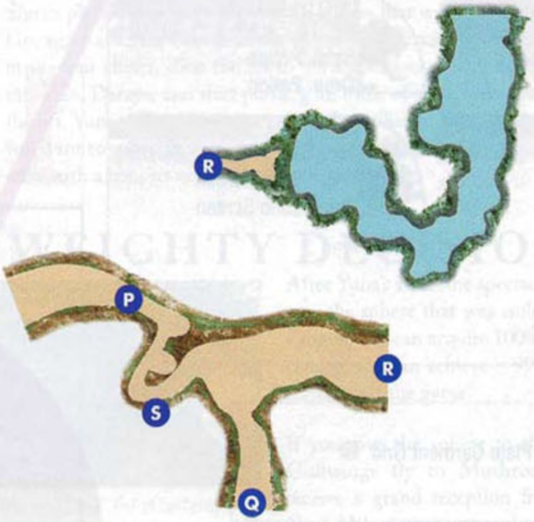


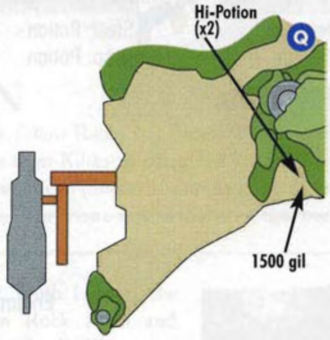


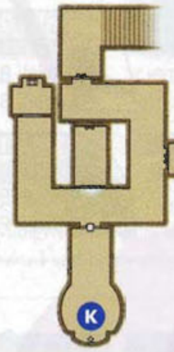












BECLEM'S CHALLENGE

Return to Besaid and speak to any of the blitzball players standing near the Save Sphere. Beclem, of the Besaid Aurochs, is training new members for the Youth League. A drill sergeant, Beclem, from the Youth League is training the young men of Besaid—and not in a pleasant way. Yuna becomes incensed by Beclem's comments, resulting in an opportunity for you to undertake a challenging mini-game to put Beclem in his place. Complete the Gunner's Gauntlet mini-game with 500 points, reach the next level of the game, and gain the completion percentage available for visiting Besaid.



Replay the Gunner's Gauntlet mini-game until you score high enough to put Beclem in his place!

GUNNING THROUGH THE GAUNTLET



Take all the time you need to learn the mini-game because actually playing is a hectic experience.

When the mission begins, tell Beclem "I need a tutorial first," or "Basic instructions" to learn how to play the mini-game. You start at a three-way junction and fight toward the beach. You must speak to Beclem at the shoreline before time expires with 500 points or more. When the mini-game begins, you begin in the area just outside the village with a small amount of normal ammo. The two Coyotes in the area remain stationary. Target them with the Circle button and shoot them with the X button. Press the Square button to cycle through targets. Switch ammunition types with the L1 and R1 buttons. Move Yuna toward a treasure chest dropped by the fiends to claim the ammo inside.

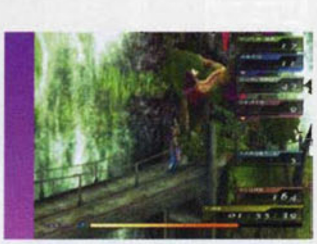
Quickly proceed toward the ruins and shoot the Coyotes coming down the hill. Frankly, this isn't the best area to gain points, simply because the camera angles make it more difficult to detect fiends coming down the slope. Blast through the ruins and get to the next area as soon as possible.



Build up Yuna's chain gauge by taking out these easy targets before proceeding.



Tap the Circle button frequently while moving through the area to target fiends approaching from off-screen before they get too close.



Winning the mini-game in the time allotted requires maintaining a full chain bar while defeating roughly 20 or more fiends.

In the falls area, shoot the fiends emerging from the opposite end of the path. Continue fighting in this area until you have at least 500 points. Success in this mini-game is entirely dependent on playing the game without being attacked by the fiends. The more fiends you dispatch without taking a hit, the higher your chain multiplier will rise. The chain multiplier is displayed at the bottom of the screen. The yellow bar will extend farther as you defeat more enemies, and the points gained per kill will double. If the chain bar fills completely, each defeated fiend scores triple the usual points. To avoid hits from an enemy, tap the Circle button repeatedly to target fiends while they are still off-screen.

When you reach 500 points, look at the remaining time. Decide whether to continue playing to score even higher or to head to the beach. If less than a minute remains, it's time to call it quits. In the overgrown area with the cave entrance, a giant mech blocks Yuna's path. This opponent can be easily dispatched with a single Death bullet, if you have one remaining. Afterwards, continue out to the beach and head toward Beclem. If you played the game successfully, Beclem concedes victory. For completing the mission, you receive the **Enigma Plate Garment Grid**.



Shooting the mech in the overgrown area rewards hefty bonus points if Yuna's chain bar is full.



To play this fun mini-game again, speak to Beclem either outside the village or on the beach.

KILIKA ISLAND



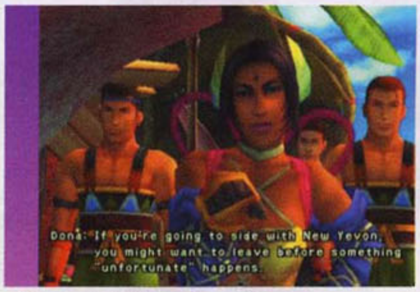
COMPLETION: +0.2%

ITEM CHECKLIST

Turbo Ether

BARRED BY TROUBLES

You cannot visit Kilika during Chapter 2 because of the troubles between New Yevon and the Youth League. However, you can still jump to the chest beyond the canoe near the Save Sphere for a **Turbo Ether**.



If you sided with New Yevon, Dona has even more choice words for you.

LUCA



COMPLETION: +0.8%

ITEM CHECKLIST

Light Curtain (x2)

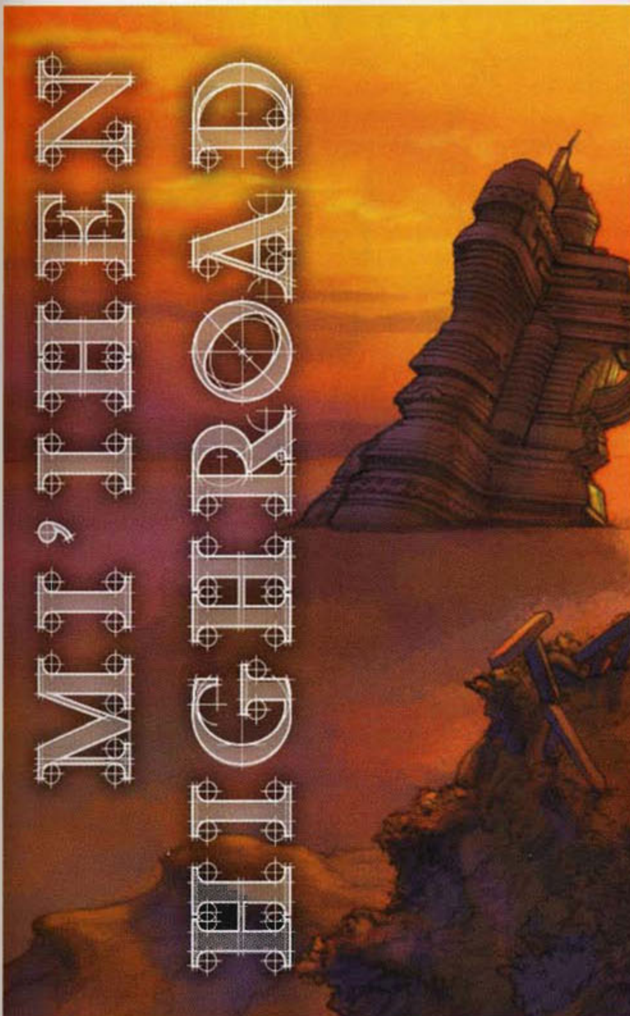
SPOTLIGHT ON GULLWINGS

Luca is another location where very little is happening during Chapter 2. Still, there are easy completion points to gain simply by visiting. Enter the circular courtyard area to have a televised interview with Shelinda. Additionally, some of the folks in the locker room corridor (the one with the save sphere) are eager to play Sphere Break. Be careful, though, because you can actually lose coins during a real game. Run out of coins and you'll spend the rest of your day digging in the Bikanel Desert for more!



During the interview with Shelinda, press R1 or L1 to switch cameras, adding an authentic newscast feel

MI'IHEN HIGHROAD



ACTION CHECKLIST


1. *Enter the Travel Agency.*


2. *Follow the young girl to the cliff's edge and speak to her.*


3. *Capture a chocobo.*


4. *Reach the bottom of the gorge before time expires.*


5. *Save Calli from the Chocobo Eater.*

COMPLETION: +1.4%

WANDERING FIENDS


BULLY CAP
HP: 94 | AP: 1 | Gil: 14
Steal: Eye Drops
Drop: Eye Drops


DIVEBEAK
HP: 10 | AP: 1 | Gil: 12
Steal: Potion
Drop: Antidote


FLY EYE
HP: 258 | AP: 1 | Gil: 20
Steal: Phoenix Down
Drop: Phoenix Down


FLAN PALIDO
HP: 188 | AP: 1 | Gil: 30
Steal: Potion
Drop: Potion


IRON GIANT
HP: 222 | AP: 1 | Gil: 40
Steal: Budget Grenade
Drop: Budget Grenade


PEREGRINE
HP: 735 | AP: 1 | Gil: 44
Steal: Hi-Potion
Drop: Hi-Potion


PURPUREA
HP: 196 | AP: 1 | Gil: 18
Steal: Echo Screen
Drop: Echo Screen


QUADRICORN
HP: 188 | AP: 1 | Gil: 13
Steal: Echo Screen
Drop: Potion

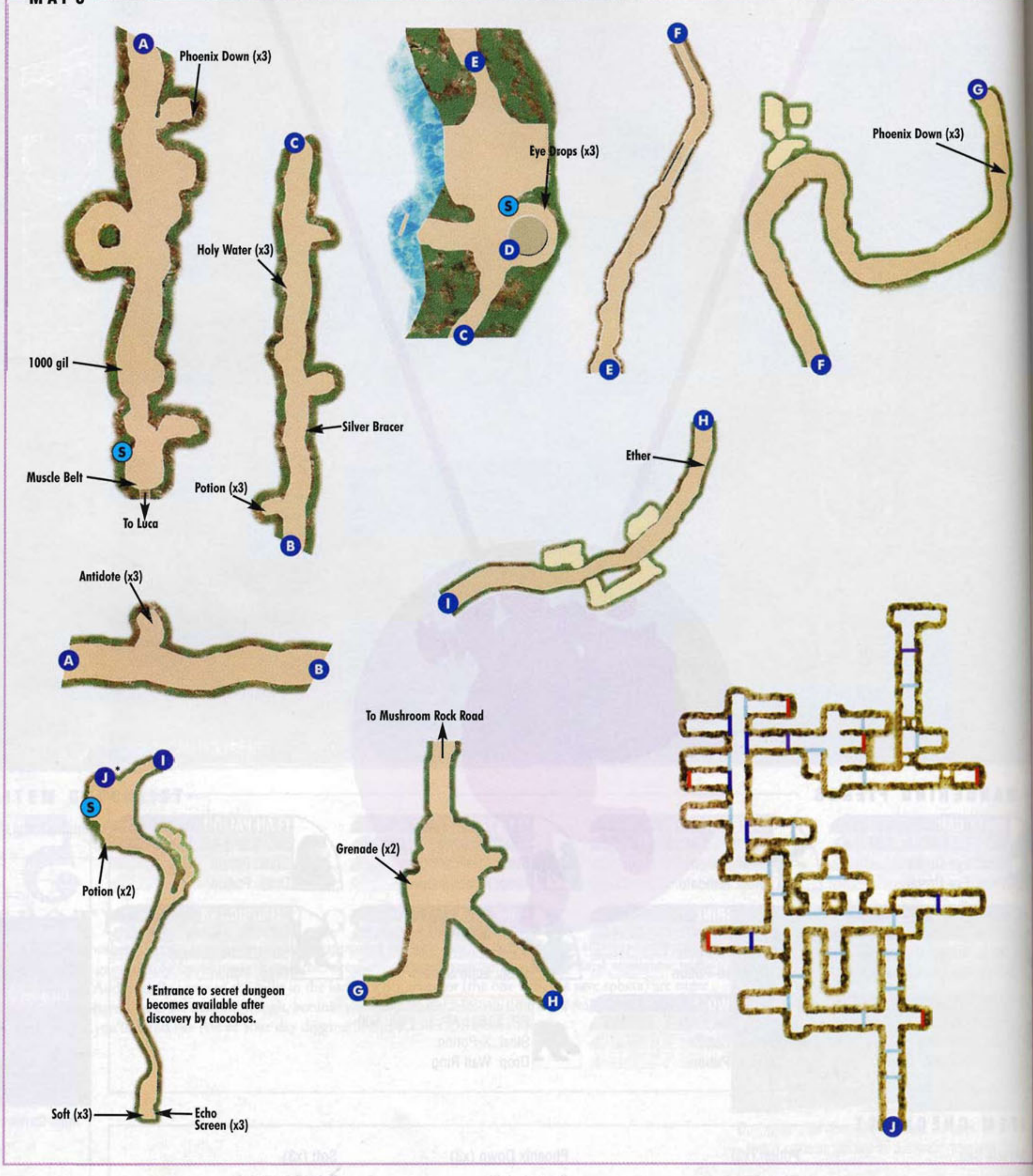

SHANTAK
HP: 1130 | AP: 1 | Gil: 120
Steal: Remedy
Drop: Phoenix Down


WILD WOLF
HP: 185 | AP: 1 | Gil: 12
Steal: Potion
Drop: Potion


CHOCOBO EATER
HP: 2350 | AP: 1 | Gil: 500
Steal: X-Potion
Drop: Wall Ring

ITEM CHECKLIST

Muscle Belt	Potion (x3)	Phoenix Down (x3)	Soft (x3)
1000 gil	Silver Bracer	Grenade (x2)	Echo Screen (x3)
Phoenix Down (x3)	Holy Water (x3)	Ether	Selene Guard Garment Grid
Antidote (x3)	Eye Drops (x3)	Potion (x2)	



SOMETHING OFF THE MENU

Enter the Highroad via the airship navigation map. Arriving at the Al Bhed Travel Agency, go inside just as a young woman is walking out. Follow her out of the shop and speak to her at the cliff's edge. The young lady turns out to be Calli, who certainly has grown up in the last two years. To help her out, you must corner and capture a wild chocobo running down the Mi'ihen Highroad.



Only the Gullwings can help Calli catch a chocobo on the Mi'ihen Highroad.

BEFORE HELPING CALLI...

Prior to speaking with Calli at the cliff's edge, complete any side quest obligations in this area, such as the Publicity and Matrimony quests. Also, raid the treasure chests and claim all the items possible. Once you capture the chocobo and rescue Calli from a tough opponent, certain areas of Mi'ihen will become inaccessible.

CATCH THAT CHOCOBO!

Rikku serves as your guide to capturing the chocobo. After your recent misadventures under Rikku's command in Bikanel Desert, you can probably imagine how this is going to turn out. Follow Rikku into the south section of the Highroad. After she spots the chocobo, follow very closely behind her. If you lag too far behind her, she will stop. An on-screen timer then appears and you must quickly run back toward Rikku for her to resume the chase.



Even if Rikku loses sight of the chocobo, you have the option to try again.

While running down the Highroad, try to pick up feathers dropped by the chocobo in its haste. Once you grab a feather, run back and rejoin Rikku as quickly as possible before she loses sight of the bird. As you progress down the road, Rikku will suddenly stop and say that the chocobo has stopped in a side area. Unfortunately, Rikku is always wrong, but there is usually a chest in the side area that may contain a reward. As you run the full length of the Highroad's south section, Rikku points out three false chocobo sightings that turn out to be treasure chests. Each chest contains a reward based on the number of feathers you've picked up by the point at which you agreed to go search in the side area. However, you only get one reward in this manner. Therefore, run down the Highroad and gather as many feathers as possible.

When Rikku points into a side area for the third time, agree to investigate. This leads to a chest containing a reward for picking up feathers and cleaning the Highroad. After opening the chest to get the item, proceed to the next section of the Highroad to continue with the next leg of the event. Before leaving, you receive an additional item based on the total number of feathers that were picked up.



Move over the yellow feathers on the path to pick them up.



When Rikku points at a side area, you have the option of sacrificing the chase to obtain an item.

NO EFFORT REQUIRED

*It's not important to pick up every feather for the best prize. Unless you're crazy about building your supply of Chocobo Wings and Chocobo Feathers (fairly common items in the game), just grab one of the feathers on the ground and race for the end of the area. The prize for leaving with few feathers is a **Gold Hourglass**, an item that delays the entire enemy party by one turn in battle. These are rare items, so get one early while you have the opportunity.*



PRIZES FOUND IN CHESTS BY GATHERING FEATHERS

FEATHERS RETRIEVED	ITEM IN CHEST
0	Empty
1-3	Chocobo Feather x2
4-14	Chocobo Feather x3
15-17	Chocobo Wing x2
18-21	Chocobo Wing x3

PRIZES GAINED UPON LEAVING THE AREA

TOTAL FEATHERS	ITEM RECEIVED
0	None
1-8	Gold Hourglass
9-15	Chocobo Feather
16-21	Chocobo Feather (x2)

THE CHOCOBO RODEO

At the end of the Highroad, the girls decide to tackle the chocobo with a new strategy. Rikku and Paine stand at either end of a short section of the road to prevent the bird from escaping. Yuna's job is to corner the chocobo and block its escape.



Once Rikku and Paine are set up, run down the path and chase the grazing chocobo to the end.



The first several attempts to predict the chocobo's direction of travel are merely guesswork. The task becomes much easier later.

When the creature gets trapped between Yuna and Rikku, you must guess which direction the chocobo will try to run and intercept it. After the short countdown, move Yuna left or right to catch the chocobo, or do nothing to protect the center. When done correctly, Yuna catches the chocobo and a chime sounds. Whether you are successful or not, run to the opposite end of the road and corner the chocobo again between Yuna and Paine.



After the chocobo becomes tired, it faces the direction it will try to run.

Continue running back and forth, attempting to catch the chocobo until you are successful at least two or three times. At this point, the chocobo becomes tired and actually faces the direction it intends to run. When it's time, move Yuna in the direction the chocobo is facing to intercept it. If the chocobo is facing Yuna, it intends to go straight. After three more successful captures, the chocobo escapes to the final section of Highroad.

WHERE DID THE CHOCOBO GO?

The third event in this exasperating chase involves leading Rikku to high ground areas so that she can spot the chocobo. Move down the Highroad, then turn into the first side area on the right side of the screen. When the chocobo is revealed, head down the path to that area. The chocobo flees again, but Rikku spots it further down the path. Continue down the Highroad and divert into the next side area on the right.



The final leg of the chase involves nothing more than triggering a series of events.



The hover near the entrance of Mi'ihen saves the day!

When the chocobo runs off yet again, follow it a short distance until Yuna says it's time to try something else. Instead of following it, run back toward the hover parked near the Highroad entrance from Luca and speak to the pilot. The pilot is indicated on the onscreen map by a white arrow. Speak to her twice and she offers to help catch the chocobo. When she blocks the Highroad with her massive transport, the chocobo chase is finally won!

FIEND OF FEAST

After you catch the chocobo, word comes that Calli is in trouble. Use the Save Sphere at the Travel Agency, then follow Rikku and Paine to the bridge. Once the group spots Calli in danger, you must reach the bottom of the gorge before time runs out. Run north across the next bridge and follow the path to the entrance of Mushroom Rock. Run down the sloping path to the side, and continue until the party encounters the Chocobo Eater.



Proceed directly to the bottom of the gorge. It's a long trek, and there's no time to spare!

CHOCOBO EATER

BOSS FIGHT



HP: 2350 MP: 230 EXP: 350 AP: 1

The predatory chocobo connoisseur is weak against fire, so use a Black Mage to cast a few Fira spells to end this battle quickly. A Songstress can cast Samba of Silence to prevent the Chocobo Eater's spell use. Have a Thief steal some gil and items before roasting this fiend.



GIL DROPPED: 500
PILFER GIL: 2000

STEAL: Normal: X-Potion Rare: X-Potion (x2)
DROP: Normal: Wall Ring Rare: Wall Ring

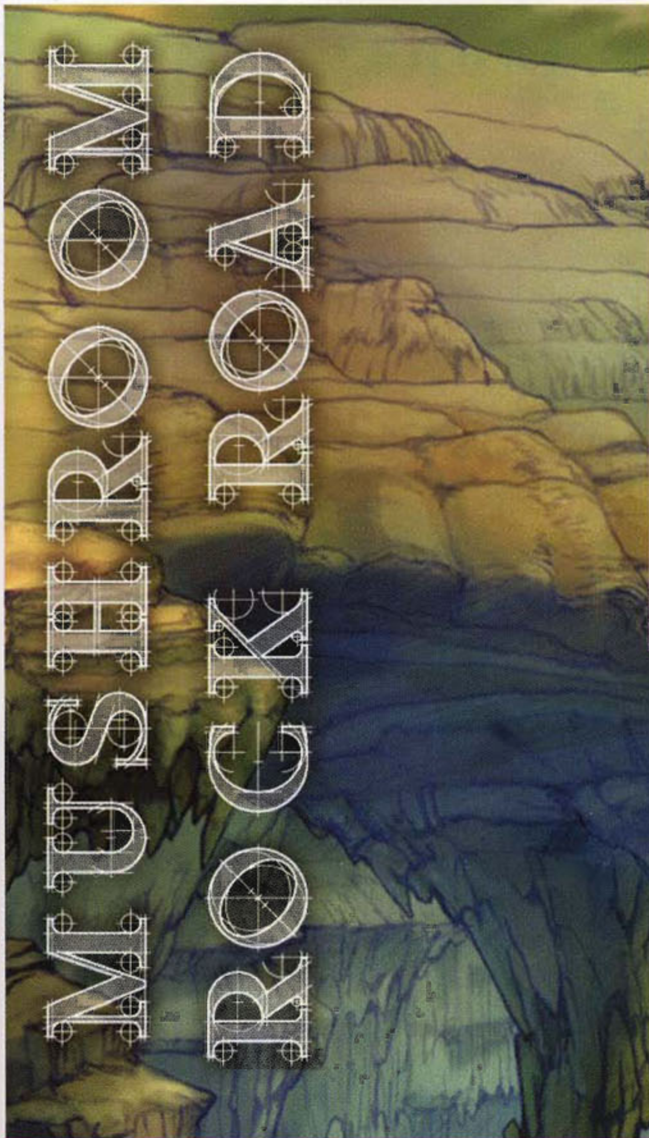
MORE BORDERS

For helping Calli, you receive the **Selene Guard Garment Grid**. The girls return to the Celsius, so head straight back to the Mi'ihen Highroad and speak to Calli, who's standing with the chocobo by the exit to the north section. If you previously took Clasko onboard your airship, he's there too. Agree to let Calli and Clasko come back onboard.

A hover blocks the north path, so you can't head across the north section. You can enter the area from Mushroom Rock as usual, but several sections of Mi'ihen Highroad surrounding the site of the crash remain blocked off until Chapter 3. Return to the airship to find Calli and Clasko in the Cabin area. At this point, the Calm Lands become a Hotspot on the Celsius's navigation map because Clasko wants to be dropped off there.



Return to Mi'ihen Highroad before you finish Chapter 2 if you want to bring Calli and Clasko onboard the Celsius.



MUSHROOM ROCK ROAD

ACTION CHECKLIST



1 Follow or battle the Youth League members throughout Mushroom Rock.



3 Fight Elma, if necessary, near the second Mushroom Rock elevator.



2 Sneak past the fiends if you want to avoid combat.



4 Ride the machina elevator to Youth League HQ.



5 Speak to Elma and Lucil outside Youth League headquarters.

COMPLETION: +1.0%

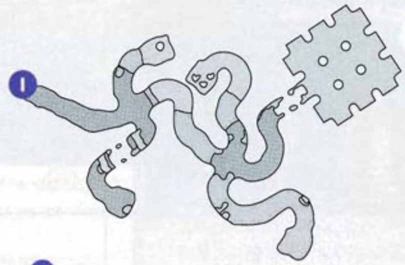
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
BULLY CAP	94	1	14	Eye Drops	Eye Drops
COYOTE	74	1	10	Potion	Potion
DROWSY OCHU	2484	1	180	Remedy	Remedy (x2)
LEAGUE RANGER*	230	1	80	Phoenix Down	Potion
LEAGUE SOLDIER*	178	1	80	Grenade	Grenade
LEAGUE TROOPER*	244	1	60	Grenade	Grenade
LEAGUE WARRIOR*	422	1	120	Hi-Potion	Hi-Potion
RED ELEMENTAL	99	1	25	Potion	Potion
TONBERRY	9999	2	300	Ether	Hi-Potion
ELMA*	1640	2	230	Phoenix Down (x3)	Wall Ring

***Only if you gave the stolen sphere to New Yevon**

ITEM CHECKLIST

- Hi-Potion
- 1500 gil
- Turbo Ether (x2)
- Phoenix Down
- Ether
- Crimson Sphere 7 Ⓔ
- Shining Bracer
- Mythril Bangle

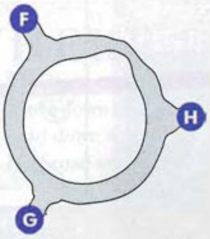




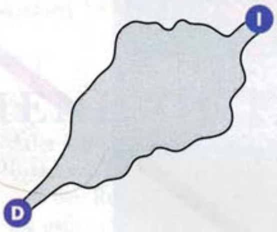


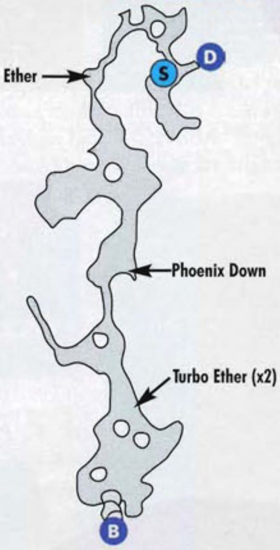




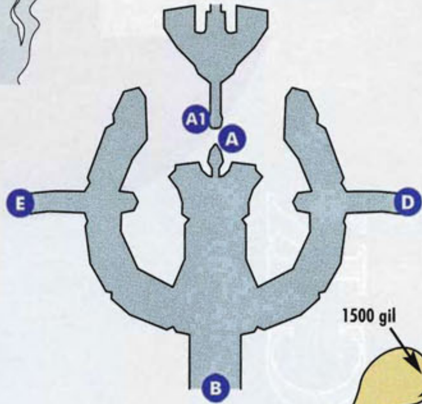


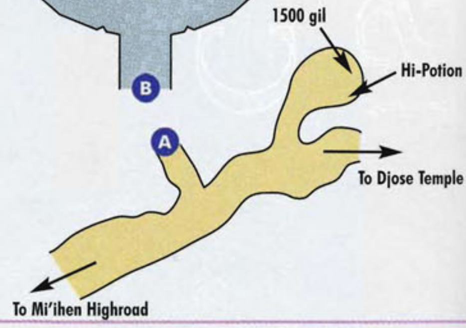












FRIENDLY WITH THE LEAGUE

Speak to the man near the hover to learn that he spotted the Leblanc Sydicate on the Djose Highroad. Head north to the statue of Mi' ihen and collect a **Hi-Potion** and **1500 gil**, then return to the entrance point and speak to Yaibal and his gang. The conversation changes depending on whether you chose to give the sphere to the Youth League or not. If you gave the sphere to the Youth League, the soldiers stationed along Mushroom Rock will prevent encounters with fiends as long as you run alongside the guards. If you fall too far behind or to the side, you'll have an encounter.


The guards at Mushroom Rock react to you differently depending on your allegiance.


If you visited here previously during Chapter 1, you should now have two of the spheres required to open the mysterious door.

After you hear a transmission from the Celsius regarding sphere waves, drop into the ravine. At the entrance of the Den of Woe, the girls encounter Nooj. He gives the group **Crimson Sphere 7** on the assumption that they will search for the missing spheres for the door.


Slipping past the fiends is as simple as strolling quietly on by.

Exit the Den of Woe and climb out of the ravine. As the Gullwings proceed toward New Yevon headquarters, two guards tell the girls to move quietly to avoid detection by the large Ochus positioned along the path. Press the analog stick very lightly to walk if you want to avoid a battle; if not, just run on through. If a fiend turns and spots the group, you're forced to fight a Drowsy Ochu. Once the guards move past the last Ochu and start running again, the girls can resume running too.

ON THE BAD SIDE OF YOUTH

If you gave the stolen sphere to New Yevon near the beginning of Chapter 2, entering Mushroom Rock triggers an extra mission. Rather than receiving protection from each set of guards, you must battle them. When moving behind the Ochus, no one warns the Gullwings about walking slowly to avoid detection. The encounter with Nooj in the underground cave is terse, but he still hands over the **Crimson Sphere 7**. When you reach the mushroom-shaped elevator platform at the top of the road, you must fight Elma and two League Warriors.


Elma follows her good-humored chiding with an attempt to whip your behind.

ELMA, LEAGUE WARRIOR (X2)



GIL DROPPED: 230
PILFER GIL: 800

STEAL: Normal: Phoenix Down (x3) Rare: Mega-Phoenix (x2)
DROP: Normal: Wall Ring Rare: Wall Ring

The League Warriors are small fish to fry, so spend the first couple of turns taking them out of the battle. Elma uses items to put herself in Haste state, so she attacks quickly. She can be put to sleep, which is the best way to counter her Haste ability. While a Songstress puts her to sleep every round, have a Thief perform the Master Thief ability to make this battle against a long-time ally worthwhile.





GIL DROPPED: 120
PILFER GIL: 180

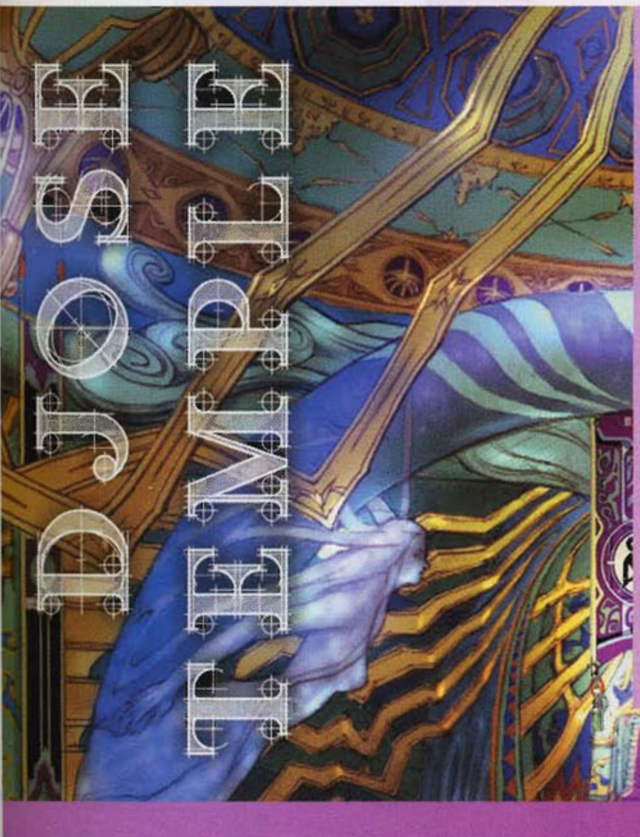
STEAL: Normal: Hi-Potion Rare: Grenade (x2)
DROP: Normal: Hi-Potion Rare: Grenade (x2)

COMPLETION OTHERWISE

Ride the mushroom-shaped elevator up to the higher level. If you're currently in the mission to fight through the Youth League members, your mission ends here, and you receive a **Kinesis Badge** and the **Shining Mirror Garment Grid**. However, if you're on peaceful terms with the Youth League, ride the machina lift to headquarters. Elma runs out of headquarters and calls to the Gullwings. Before moving toward her, open the chest on the ledge to the right for a **Mythril Bangle**. After doing so, join Elma and Lucil for a brief conversation. After the scene, return to the Celsius and watch Crimson Sphere 7 for a few fractions of a completion point.



Speak with Elma and Lucil if you're allied with the Youth League.



ACTION CHECKLIST

1


Enter the Djose Highroad area from either the temple or Mushroom Rock Road.

2


Proceed along the coastal highroad until the Gullwings overhear that the Fem-Goons lost something.

3


Search the Djose Highroad for the missing sphere.

4


Stand your ground against Ormi and Logos.

COMPLETION: +0.4%

WANDERING FIENDS

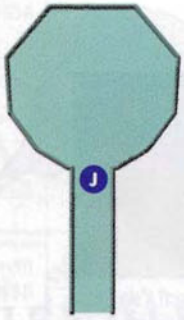
Fiend	HP	AP	Gil	Steal	Drop
AGAMA	133	1	16	Hi-Potion	Antidote
ASSASSIN BEE	233	1	48	Antidote	Antidote
CHOCOBO	368	0	0	None	None
DEATH DAUBER	78	1	20	Potion	Potion
DR. GOON	232	1	50	Budget Grenade	Potion
FEM-GOON	167	1	70	Potion	Potion
GOLD ELEMENTAL	99	1	25	Electro Marble	Electro Marble
LEAGUE RANGER*	230	1	80	Phoenix Down	Potion
LEAGUE SOLDIER*	178	1	80	Grenade	Grenade
LEAGUE TROOPER*	244	1	60	Grenade	Grenade
LEAGUE WARRIOR*	422	1	120	Hi-Potion	Hi-Potion
SALLET	133	1	16	Hi-Potion	Antidote
ORMI	1150	3	120	X-Potion	Iron Bangle
LOGOS	1030	3	120	Mega-Potion	Silver Bracer

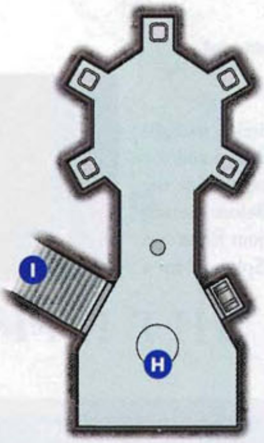
***Only if you gave the stolen sphere to New Yevon**

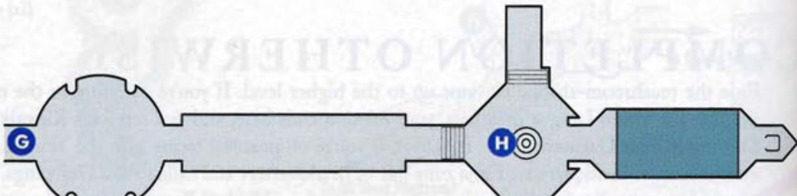
ITEM CHECKLIST

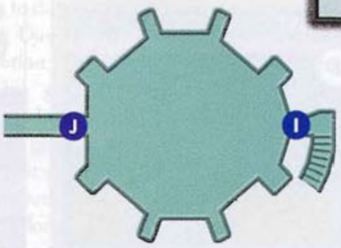
- Phoenix Down (x2)
- Potion (x3)
- Floral Fallal Dressphere
- Syndicate Uniform E

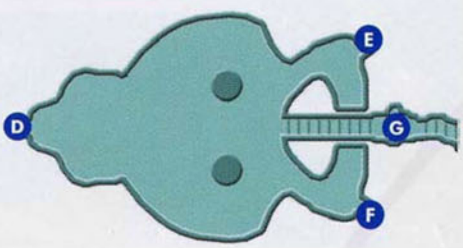
MAPS



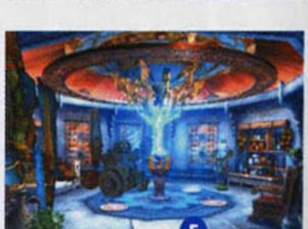




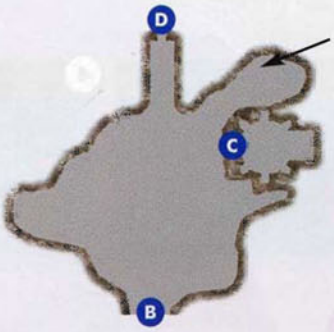




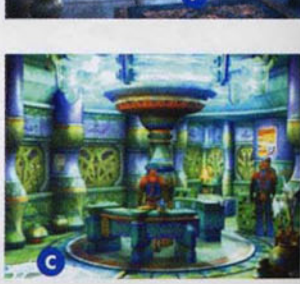












EASY PICKINGS

Head south from the temple and proceed along the Djose Highroad until the girls spot some of Leblanc's Syndicate Goons standing near the hovers. Continue south to witness a scene in which two Fem-Goons let slip that they lost a sphere. Move south on the Djose Highroad, fighting Syndicate members in random battles. Halfway down the road, look for the **Floral Fallal Dressphere** (Yuna's special dressphere). Unfortunately, Ormi and Logos show up once again.



The Syndicate won't allow you to ride the hovers until you defeat their leaders.

ORMI, LOGOS, FEM-GOON BOSS FIGHT



GIL DROPPED: 120
PILFER GIL: 380

STEAL: Normal: X-Potion Rare: Elixer
DROP: Normal: Iron Bangle Rare: Iron Bangle

Wipe out the Fem-Goon to cancel her magic casting, then take out Ormi and Logos as normal. To make the battle end quicker, use second-level elemental spells. Probably the main challenge of taking out the duo of Ormi and Logos at this stage of the game is using a Thief's Master Thief ability to successfully steal Elixirs from them before finishing them off.



GIL DROPPED: 120
PILFER GIL: 400

STEAL: Normal: Mega-Potion Rare: Elixer
DROP: Normal: Silver Bracer Rare: Silver Bracer

GIL DROPPED: 70
PILFER GIL: 200

STEAL: Normal: Potion Rare: Potion (x2)
DROP: Normal: Potion Rare: Hi-Potion

MOONFLOW



ACTION CHECKLIST

1

Agree to sell tickets for Tobli.

2

Pitch your ticket sales prices to 10 people on the Moonflow banks.

3

Tobli awards various prizes based on your success and previous service.

COMPLETION: +0.2%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
AGAMA	133	1	16	Hi-Potion	Antidote
BANDIT	132	1	30	Budget Grenade	Potion
BLACKGUARD	760	1	42	Phoenix Down	Potion
CHOCOBO	368	0	0	N/A	N/A
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
PROTOCHIMERA	420	1	120	Potion	Potion
QUADRICORN	188	1	13	Echo Screen	Potion
SHELL SHOCKER	4700	1	1300	Iron Bangle	Black Ring
TAKOUBA	984	1	110	Phoenix Down	Phoenix Down

ITEM CHECKLIST

- Gun Mage Dressphere
- Seething Cauldron Garment Grid
- Muscle Belt

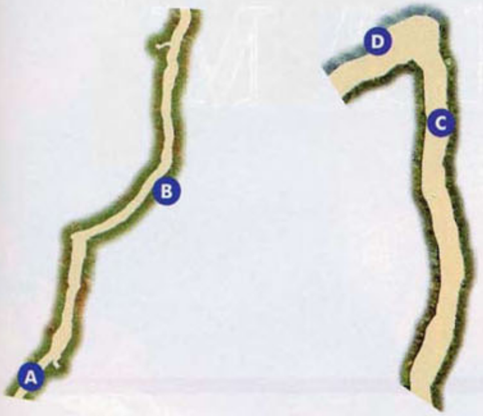
Tobli, located near the wagon on the Moonflow banks, has a new request. He needs someone to sell tickets for his concert. By accepting this mission, you must approach people along both sides of the Moonflow and ask them if they want to buy tickets (press the Square button). You must sell at least six tickets to complete this mission.


When pitching tickets to potential buyers, take a chance and try to sell for higher or lower prices.

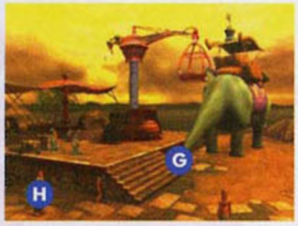

You cannot pitch to everyone on the Moonflow. Also, you can only attempt 10 times before the event ends and your results are tallied.

You only get one shot per customer, so if the sale doesn't happen on the first attempt, it never will. The base price is 1000 gil, or 500 gil if you spoke to Tobli *before* completing the mission to protect the Hypello's caravan from the bandits during Chapter 1. If a customer is willing to pay any amount of money over the base price, you get to keep the difference as long as you sell more than five tickets. If you sell a ticket for less than the base price, the loss is subtracted from your profits.

Tobli awards prizes based on whether you make a profit and whether or not you completed the "Shave the Hypello?" mission in Chapter 1. Use the following table to sell to the right people for the right price. Play your cards right and you can make up to 11500 gil!











"YRP, THE SCALPERS THREE!" CUSTOMER BUYING RATES

MAP LETTER	CUSTOMER	WILL PAY
A	Al Bhed Woman wearing pink near entrance.	Up to 1500 gil
B	Man wearing yellow and brown, standing in grass.	200 gil
C	Woman wearing red headband, before reaching Tobli.	Up to 1500 gil
D	Woman standing beside child, after Tobli.	Up to 1000 gil
E	Woman wearing yellow and orange, standing across from Save Sphere.	Up to 1500 gil
F	Man wearing orange and green, sitting on bench.	Up to 1000 gil
G	Person wearing green sitting on dock stairs.	Up to 1500 gil
H	Person wearing green, standing next to dock.	Any gil amount
I	Child wearing white shirt, standing beside Hypello.	Up to 2000 gil
J	Person in yellow dress, standing at the top of the ramp.	Up to 2000 gil
K	Guard sleeping while standing.	Up to 500 gil
L	Woman in green standing across from bench.	Any gil amount
M	Man wearing blue and yellow, standing on the left side of the path.	Up to 1500 gil
N	Man speaking to elderly woman near entrance to Guadosalam.	Up to 500 gil

"YRP, THE SCALPERS THREE!" SALES REWARDS

TICKETS SOLD	"SHAVE THE HYPELLO?" MISSION COMPLETE	MADE A PROFIT?	PRIZES GIVEN BY TOBLI
0-5	NA	NA	Nothing
6-9	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid
		No	Nothing
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Gun Mage Dressphere
10	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid, Muscle Belt
		No	Seething Cauldron Garment Grid, Muscle Belt
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Seething Cauldron Garment Grid, Gun Mage Dressphere

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GUADOSALAM

ACTION CHECKLIST

1



Approach the Leblanc Syndicate Goons outside the Chateau.

COMPLETION: +0.2%

SCOURING FOR LOCATION CLUES

Visit Guadosalam early in Chapter 2 because all of the citizens divulge clues to locations where the Leblanc Syndicate may be searching. These clues indicate where you can find three uniforms. While conversing with the citizens, approach the Syndicate Goons at the chateau doors to trigger a scene worth a few completion points.



People in Guadosalam know where to find Leblanc Syndicate members and their uniforms.

INFORMATION TRADE

The man behind the counter at the inn will sell some "valuable data" for 10,000 gil if you choose the "Got any data?" option. After your purchase, he provides a vague clue regarding the identity of the buyer. Speak to him a second time and choose the data option again to learn a second hint. You must sell the data to the *exact* person referenced in the clues. This person will buy the data for the amount of gil listed in the table on the following page. If you attempt to sell the data to the wrong person, the true buyer will lower the price he or she is willing to pay by 10,000 gil per wrong person spoken to.

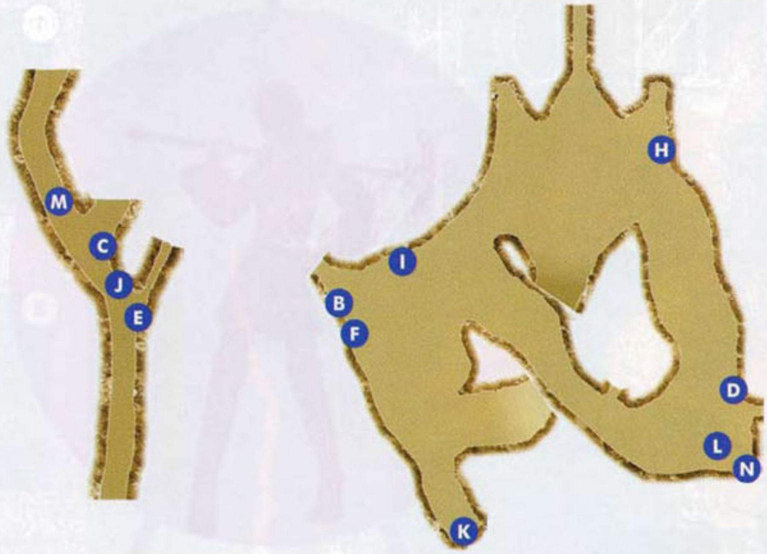


Unravel the clues wisely before offering the data to anyone. Speaking to the wrong individual will decrease your take.



The man who sells you the data may be the one in the market for the information. If so, he will pay the most for it!

The data peddler is chosen randomly. Before speaking to the data peddler, save your game at the Save Sphere. The buyer who will pay the most for the data is, for some reason, the data peddler himself! If the clues given by the data peddler are not the ones that indicate that he is the buyer, reset your game, load your save, and try again. This is a great way to make 90,000 gil while barely lifting a finger.



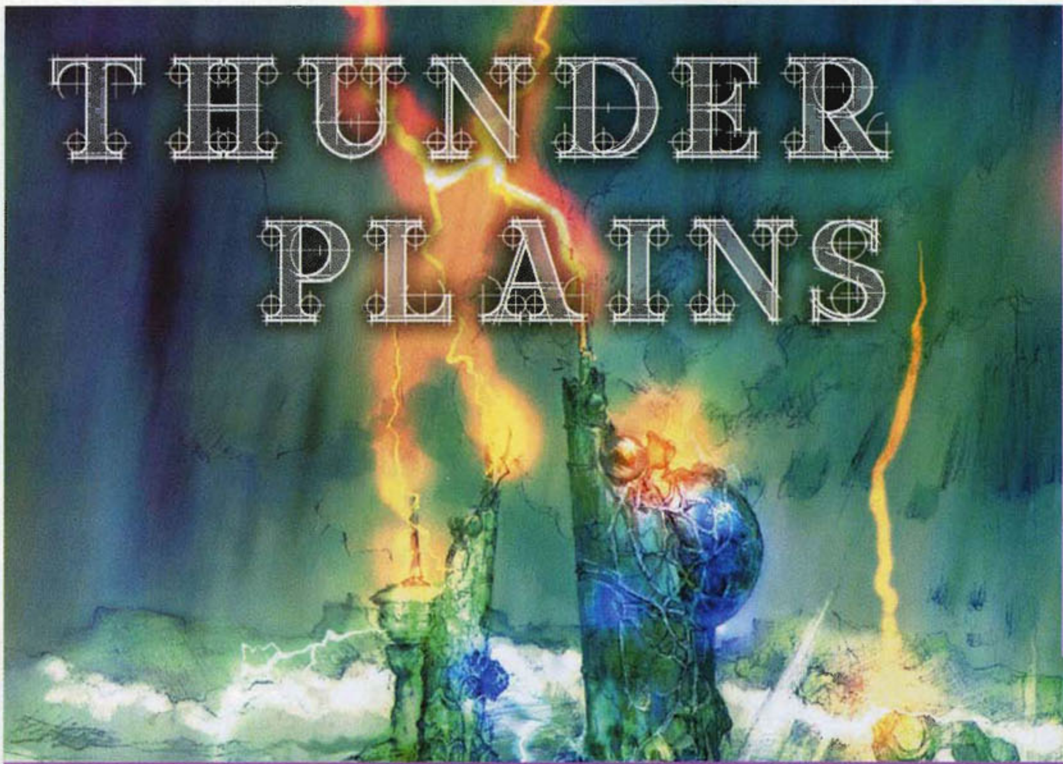






LOCATION	HINT 1	HINT 2	PAYS
A	He is someone loafing about indoors.	It looks like this guy has some time to kill. Maybe he's housesitting?	25000 gil
B	The person is a woman.	She would appear to enjoy speaking with other women.	25000 gil
C	The guy you're after is just sitting around.	Step outside and you should find him easily.	25000 gil
D	It's someone right next to a door.	I believe I saw them by the door to Tobli Productions.	30000 gil
E	This man bears himself with confidence.	He should be just outside.	30000 gil
F	It was someone rather young, yes.	Perhaps this person is watching to see when a certain . door will open	30000 gil
G	This individual can be found indoors.	This person is one bad customer.	30000 gil
I	It's someone sitting down. I wonder what he's doing there?	He's near the door that will not open.	40000 gil
H	I believe it's someone interested in joining the Leblanc Syndicate.	She's not a man, which would make her a woman.	40000 gil
J	It's a guy sitting down.	He's a rather little fellow.	50000 gil
K	It's someone near the door that will not open.	He seemed concerned about relations between the Guado and the Ronso.	50000 gil
L*	I haven't the slightest clue what this guy is doing.	He works for someone who never slows down.	50000 gil
M	It's someone by the entrance to town.	He should still be by the road that leads to the Thunder Plains.	60000 gil
N	It is a woman.	She often talks with the Hypello.	70000 gil
O	This guy's in a place you wouldn't expect.	It seems he's gathering data for commercial reasons.	80000 gil
P	It's the last person you'd expect, no question.	It's the closest person you can find.	100000 gil

***The Hypello moves all around the upper level of town; his position may vary.**



THUNDER PLAINS

ACTION CHECKLIST

1



If Cid is on the Thunder Plains, attempt to speak with him.

2



Calibrate the lightning towers for fun and laughs.

COMPLETION: +0.2%

WANDERING FIENDS



ARMET
HP: 788 | AP: 1 | Gil: 74
Steal: Lunar Curtain
Drop: Light Curtain



BICOCETTE
HP: 182 | AP: 1 | Gil: 18
Steal: Potion
Drop: Potion



BOLT DRAKE
HP: 623 | AP: 1 | Gil: 130
Steal: Lightning Marble
Drop: Hi-Potion



CHOCOBO
HP: 368 | AP: 0 | Gil: 0
Steal: N/A
Drop: N/A



GOLD ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Electro Marble
Drop: Electro Marble



LESSER DRAKE
HP: 577 | AP: 1 | Gil: 22
Steal: Potion
Drop: Potion



OCHU
HP: 1480 | AP: 1 | Gil: 133
Steal: Antidote
Drop: Antidote (x2)



RED ELEMENTAL
HP: 99 | AP: 1 | Gil: 25
Steal: Potion
Drop: Potion

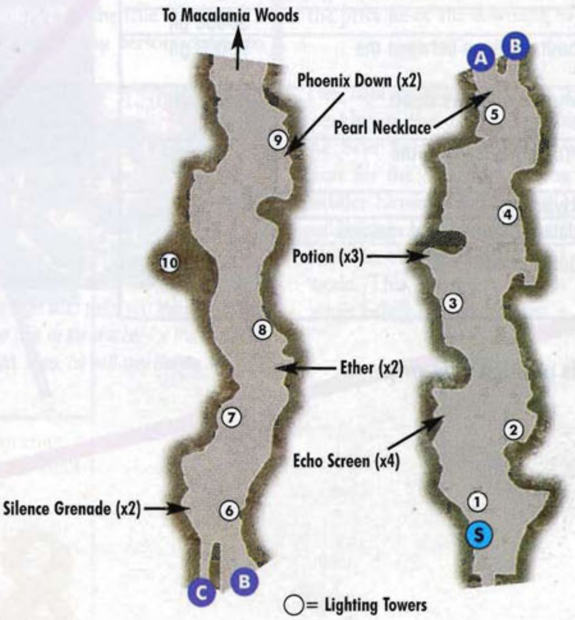


STALWART
HP: 1240 | AP: 1 | Gil: 100
Steal: Phoenix Down
Drop: Phoenix Down (x2)

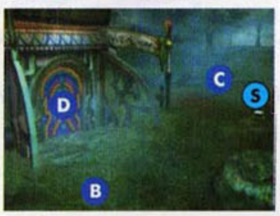
ITEM CHECKLIST

- Echo Screen (x4)
- Potion (x3)
- Pearl Necklace
- Silence Grenade (x2)
- Ether (x2)
- Phoenix Down (x2)
- Samurai's Honor Garment Grid

MAPS







POPS IS GRUMPY

During Chapter 1, if you told Cid that you weren't happy with the tourism at Zanarkand, he will be skulking around in the first area of the Thunder Plains. If you have trouble picking him out in the darkness, look for a red "X" on the on-screen map.



Speaking with Cid accumulates a meager few completion points, but in the long run, it's worth it.

LIGHTNING TOWER CALIBRATION

The following describes a set of mini-games. These events do *not* count toward your completion percentage, but they're fun mini-games and make a specific mission in Chapter 5 a bit easier. Upon entering the Thunder Plains during Chapter 2 from either entrance, an Al Bhed will be crouched down by a lightning tower attempting to calibrate it. Speak to the Al Bhed twice and offer to calibrate the towers. The Al Bhed retreats to the safety of the Travel Agency while the Gullwings set about their work. If you want to know how well you're doing, or want further instructions, look for him inside the Travel Agency and ask to view your stats. After attempting to calibrate each tower at least once, whether you were successful or not, speak to the technician inside the Travel Agency to receive the **Samurai's Honor Garment Grid**.



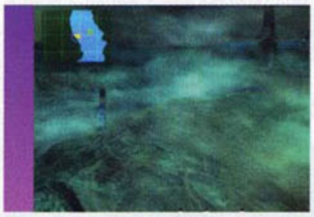
Talk to the Al Bhed technician to start calibrating lightning towers.

Each lightning tower is calibrated via a challenging mini-game. For example, approach the lightning tower closest to the Save Sphere near the entrance from Guadosalam, and press X to start calibrating the tower. A series of PlayStation 2 controller buttons will appear. Memorize the buttons and their order. When the lightning tower is ready, press the controller buttons in the correct order. All of the towers feature mini-games based on pressing a series of buttons. As you score higher, the game becomes progressively faster and you're forced to input the answer more rapidly or the round will count as a miss. You must input the correct series of buttons 30 times to calibrate any tower.

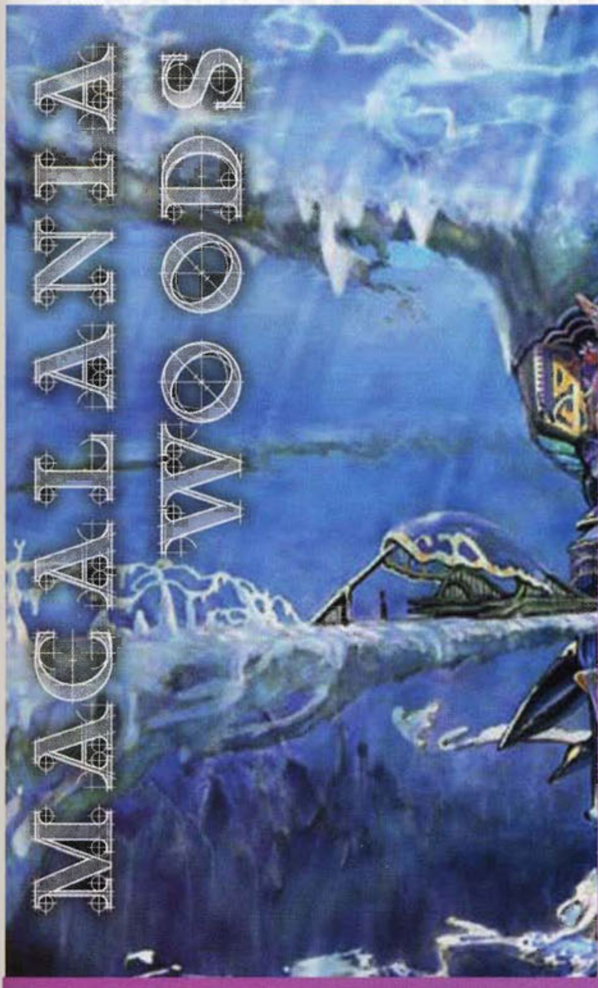


Calibration is a fun mini-game that tests your memory and reflexes.

The towers closest to Guadosalam are the easiest to calibrate. The difficulty of the towers increases progressively as you get closer to the exit to Macalania Woods. There are ten lightning towers, nine on the plains and a tenth one that stands outside the boundaries of the map. To calibrate the tower you cannot reach, search along the edge of the lake and press the X button.



Press X at this location to calibrate the tower beyond the Thunder Plains.



ACTION CHECKLIST

3



Step inside the circles of blue butterflies to find the two missing musicians.

1



Catch up with the Hypello to discover the problem.

4



Speak to Bayra once more to rally the musicians to your cause.

2



Find Bayra near the Sphere Spring deep in the woods.

5



Contact the Hypello near the entrance to claim an extra prize.

COMPLETION: +1.4%

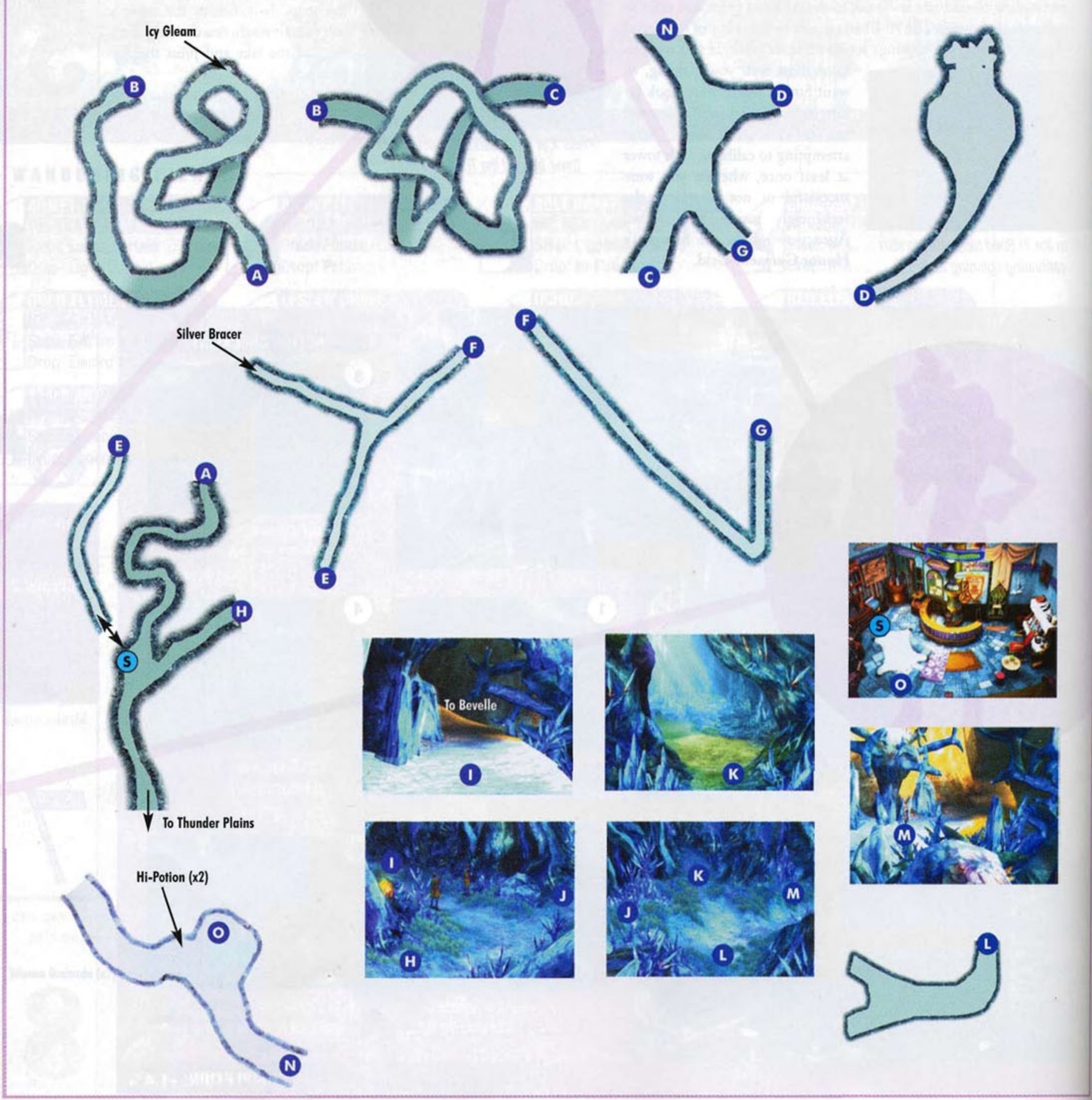
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
AMORPHOUS GEL	999	1	380	White Ring	Blue Ring
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CHOCOBO	368	0	0	N/A	N/A
DEEP HAIZHE	1030	1	40	Gold Anklet	Hi-Potion
FLAN AZUL	55	1	20	Potion	Potion
GOLD ELEMENTAL	99	1	25	Electro Marble	Electro Marble
HAIZHE	653	1	22	Phoenix Down	Potion
RED ELEMENTAL	99	1	25	Potion	Potion
SALLET	60	1	10	Potion	Potion
WHITE ELEMENTAL	77	1	26	Antarctic Wind	Potion
XIPHACTINUS	773	1	30	Fish Scale	Fish Scale

ITEM CHECKLIST

- Icy Gleam
- Silver Bracer
- Hi-Potion (x2)
- Haste Bangle (E)

MAPS



REUNION OF THE DOOMED

Run a short distance up the tree branch path to intercept Tobli's assistant, Hypello, who is frantically waving his arms. The Hypello needs you to find the musicians that disappeared from the forest in Chapter 1.



Speak with the Hypello to get things started.



Donga is located at the intersection on the shimmering path.



Stepping inside the blue butterfly circle near the spring reveals Pukutak.

Follow the shimmering path that starts from the ground next to the Save Sphere. When you reach the four-way intersection deep in the woods, head along the top right path to the spring. Near the tree, speak to the musician in blue, Bayra. As he explains, you must step inside small circles of blue butterflies scattered throughout the forest to find the other two musicians.

When the two missing musicians are found, Yuna returns to the Sphere Spring automatically. Move forward and speak to Bayra again to complete the mission and receive a **Haste Bangle**. At this point, you can choose to return to the Celsius. Instead, head back to the Thunder Plains entrance of Macalania Woods and speak to the Hypello who asked you to complete the mission. He's hanging out by the Save Sphere near the entrance point. He gives you a **Bitter Farewell Garment Grid** as reward. If you completed the "Shave the Hypello?" mission during Chapter 1, the Hypello also generously bestows upon you a **Minerva's Plate**.



Don't return to the Celsius without claiming your reward from the Hypello.

THERE'S ALWAYS TIME FOR TROMELL

*If you did not speak to Tromell during a visit to Macalania in Chapter 1, he will emerge from the forest as the musicians depart. Speak to him four times to get the **Full Throttle** dressphere for Paine!*



AL BHED FOR BUSINESS

If you completed the mission "Follow That O'aka!" during Chapter 1 and chose to turn O'aka in to the Al Bhed, the Travel Agency near frozen Lake Macalania is now open. The Al Bhed sell a fairly common lot of items and accessories. However, you still have a chance to make amends with O'aka and help him return here to open the best accessory shop in the game.

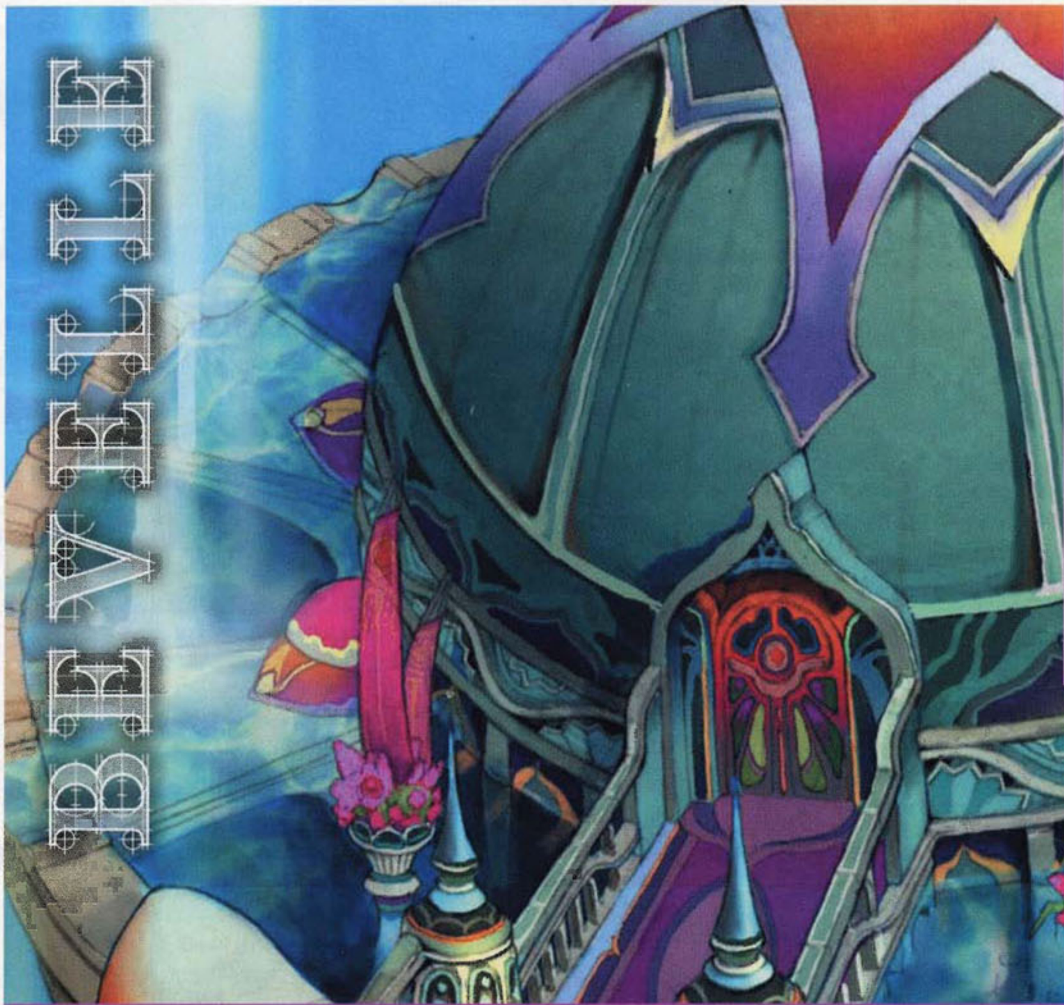


Refer to the Bikanel Desert section of the Chapter 2 walkthrough to learn how to bring O'aka back here to open an excellent shop.

MACALANIA TRAVEL AGENCY SHOP (AL BHED VERSION)

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Icy Gleam	3000
White Ring	3000

BEVELLE



ACTION CHECKLIST



Fight through squads of New Yevon soldiers just for fun...



... or speak to Pacce near the temple entrance to receive a nice present.

COMPLETION: +0.0%

WANDERING FIENDS







Fiend	HP	AP	Gil	Steal	Drop
YAC-13*	1380	1	25	S-Bomb	S-Bomb
YEVON DEFENDER*	186	1	40	Budget Grenade	Potion
YEVON GUARD*	223	1	40	Budget Grenade	Potion

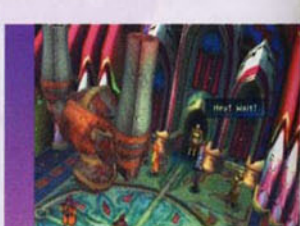
*** Will only appear if you returned the sphere to the Youth League**

ITEM CHECKLIST

Cat's Bell E

TWO RECEPTIONS

If you gave the stolen sphere to the Youth League and attempt to enter Bevelle during the mission to obtain three Syndicate Uniforms, each set of guards along the route will attack. If you reach the doors, the New Yevon forces attack you with machina. The Gullwings are then forced to retreat.



Coming here is somewhat pointless if you are allied with the Youth League.

However, if you gave the stolen sphere to New Yevon, then everyone here is happy to see the Gullwings. Proceed up the path and through the doors to the second area. You cannot gain access to the temple due to some crisis inside, but Pacce and the Kinderguardians are playing in the courtyard. Speak to Pacce to receive a **Cat's Bell**. This accessory allows the character who equips it to slowly recover HP while walking around a map.



Pacce and the Kinderguardians are playing outside the temple.

CALM LANDS

ACTION CHECKLIST



1. Find the two young Ronso near the Travel Agency.



2. If Clasko is a passenger on the Celsius, enter the Calm Lands via the airship's navigation panel.



3. Follow Clasko to the cave east of the Calm Lands.



4. Agree to help Clasko chase the fiends out of the cave.



5. Defeat five sets of fiends in the ranch by determining which are real and which are illusions.



6. Protect Clasko from the final fiend.



7. Speak with Clasko to obtain greens for catching chocobos.



8. Capture a chocobo by moving across the Calm Lands.

COMPLETION: +0.8%

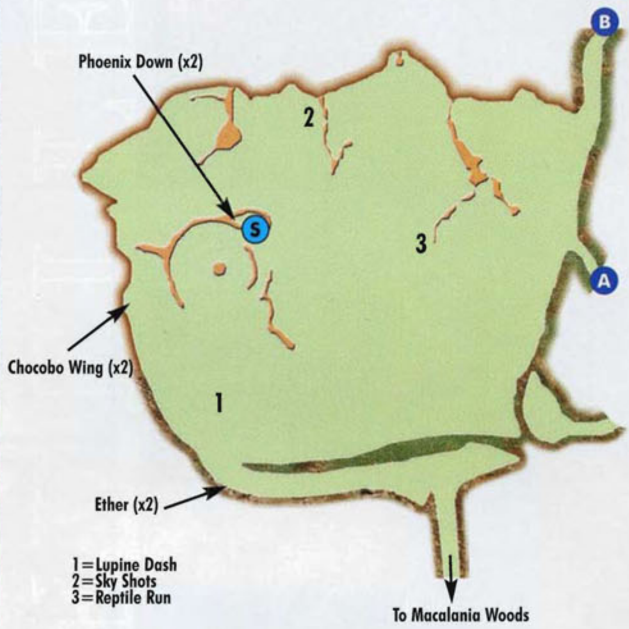
WANDERING FIENDS



Fiend	HP	AP	Gil	Steal	Drop
AHRIMAN	99	1	20	Potion	Eye Drops
AMORPHOUS GEL	999	1	380	White Ring	Blue Ring
ARMET	788	1	74	Lunar Curtain	Light Curtain
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
CHOCOBO	368	0	0	N/A	N/A
COEURL	320	1	30	Phoenix Down	Potion (x2)
DEATH DAUBER	78	1	12	Potion	Potion
DIVEBEAK	10	1	12	Potion	Antidote
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
NASHORN	482	1	22	Potion	Potion
PEREGRINE	735	1	44	Hi-Potion	Hi-Potion
QUEEN COEURL	3270	1	330	Phoenix Down,	Phoenix Down (x2)
SKINK	882	1	78	Hi-Potion	Hi-Potion
WILD WOLF	185	1,	12	Potion	Potion

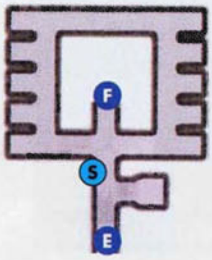
ITEM CHECKLIST

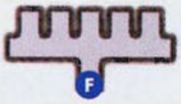
- Ether (x2)
- Chocobo Wing (x2)
- Phoenix Down (x2)
- Phoenix Down (x2)
- Alchemist Dressphere (E)
- Highroad Winds Garment Grid (E)

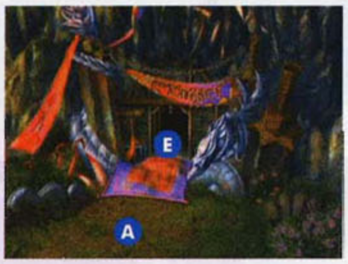














CLASKO'S DEATHTRAP FIXER-UPPER

If Clasko is onboard the Celsius, enter the Calm Lands via the airship navigation panel to trigger a scene with him. When Clasko takes off for the building where the old Monster Arena used to be, choose the option to follow him. The Gullwings find Clasko whining outside a small alcove. When he's through, talk him into letting you remove the pesky fiends from the place.


Clasko's dying to pursue his dreams in the Calm Lands.


To clear the fiends, move toward fiends visible on the map until a battle begins.

Yuna enters the ruins of the old Monster Arena, which is full of fiends. Use the Save Sphere near the entrance and use it again between each battle to restore your party. Down the short passage to the right is a fiend. Move toward the fiend until a battle with a Skink begins. After the battle, a counter displays the number of fiends remaining. You must kill five more fiends in the ruins, however, some of them are illusions.

All of the illusionary fiends are facing the real fiend. If you touch three illusions by mistake, the real fiend changes location and you must find the real fiend's new location. Judge the direction the fiends are facing, then head toward that side of the ruins. Go down the row of corrals until you find a fiend that is facing the opposite way of all the other fiends. The first fiend facing the wrong way is often the real fiend.


If you touch the wrong fiend a couple of times, helpful arrows will appear above the fiends to indicate the directions they are facing.



Protect the Gullwings against instant KO with accessories or by equipping Garment Grids if possible.

Be extremely careful around the Queen Coeurls. While their lesser counterparts can reduce a party member's HP to 1 with a single attack, a Queen Coeurl can instantly kill a character. Between each battle, run back and touch the Save Sphere to keep your party in optimum fighting shape.

After defeating five fiend parties in this manner, Clasko is found cringing near the entrance. Move up the short corridor to the right to find the fiend he is looking at. Touch the fiend to begin a battle with three Blue Elementals.



Unleash lightning elemental spells at the entire enemy party to easily defeat the Blue Elementals.

BEGIN CATCHING CHOCOBOS!

After the sixth set of fiends dissolves, you receive the **Alchemist Dressphere** and the **Highroad Winds Garment Grid**. Talk to Clasko to get a number of **Gysahl Greens**, which are used to catch chocobos, and **Pahsana Greens**, which are used to raise them.



Clasko knows everything regarding the capturing, raising, and training of chocobos.



Chocobos are common on the Calm Lands.



A captured chocobo appears at Clasko's chocobo ranch, where you can view its stats.

Before the end of Chapter 3, you must catch a chocobo if you want to gain the full completion percentage. Once a chocobo appears among a group of enemies, use a Gysahl Green to keep the yellow bird from running off. After the battle, use another Gysahl Green to capture it. Don't issue too many attack commands when attempting to capture a chocobo. By doing so, a fiend might perish and a character with an attack command remaining will assault the chocobo and drive it off no matter how many greens you have fed it.

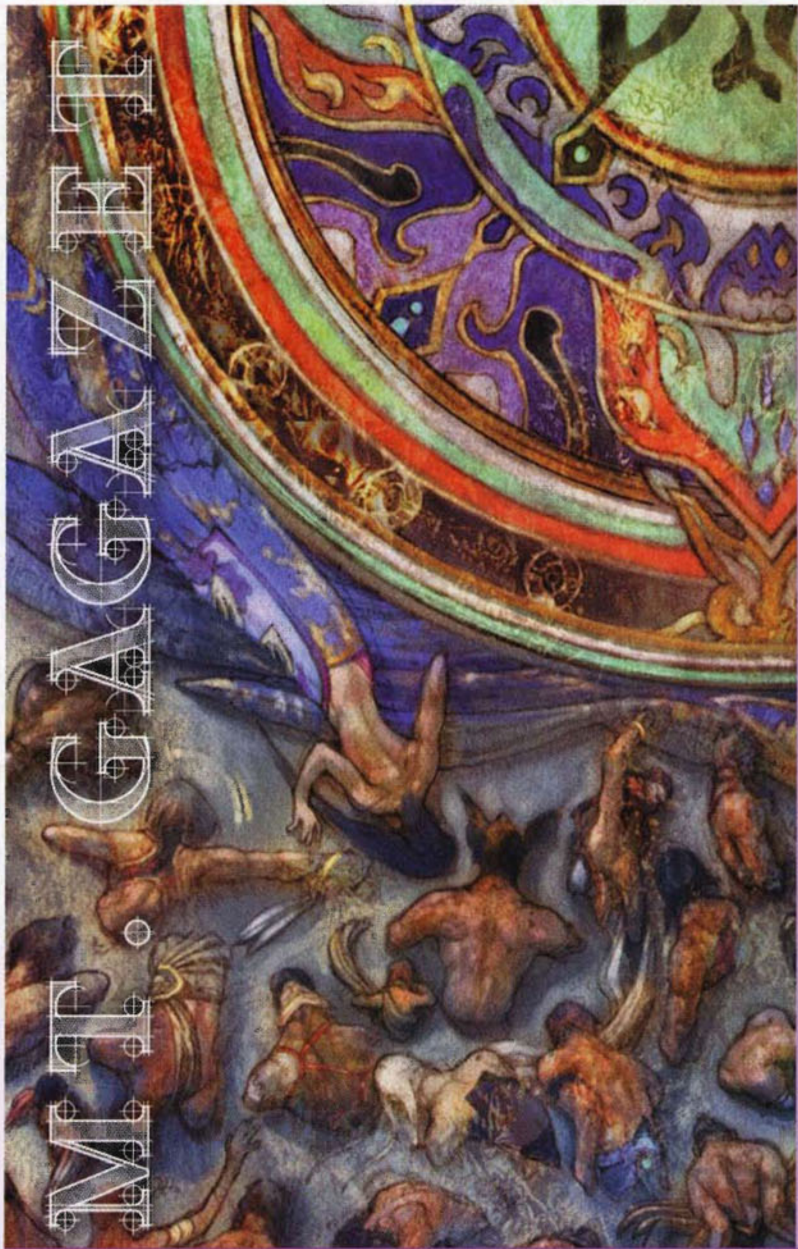
LIAN AND AYDE

Before or after finishing the mission to aid Clasko, head for the Travel Agency in the western section of the Calm Lands to find the two Ronso youths standing off to the left. After speaking with the two youngsters, head to Mt. Gagazet on foot.



Lian and Ayde are the two young Ronso that Kimahri is worried about.

MT. GAGAZET



ACTION CHECKLIST



1. Find out about Syndicate activities on Gagazet from Kimahri.



2. Answer the concerns of the Ronso tribe near the entrance.



3. In the Fayth Scar area, the Gullwings spot a Fem-Goon escaping up the cliffs.



4. Climb up the cliff faces to the top ledge and enter the cave.



5. Jump across the floating platforms inside the cave.



6. Follow the Fem-Goon into the hot springs area, or ascend to the cliff high overhead.



7. Defeat Ormi and the Fem-Goon squad to obtain a Syndicate Uniform.

COMPLETION: +1.0%

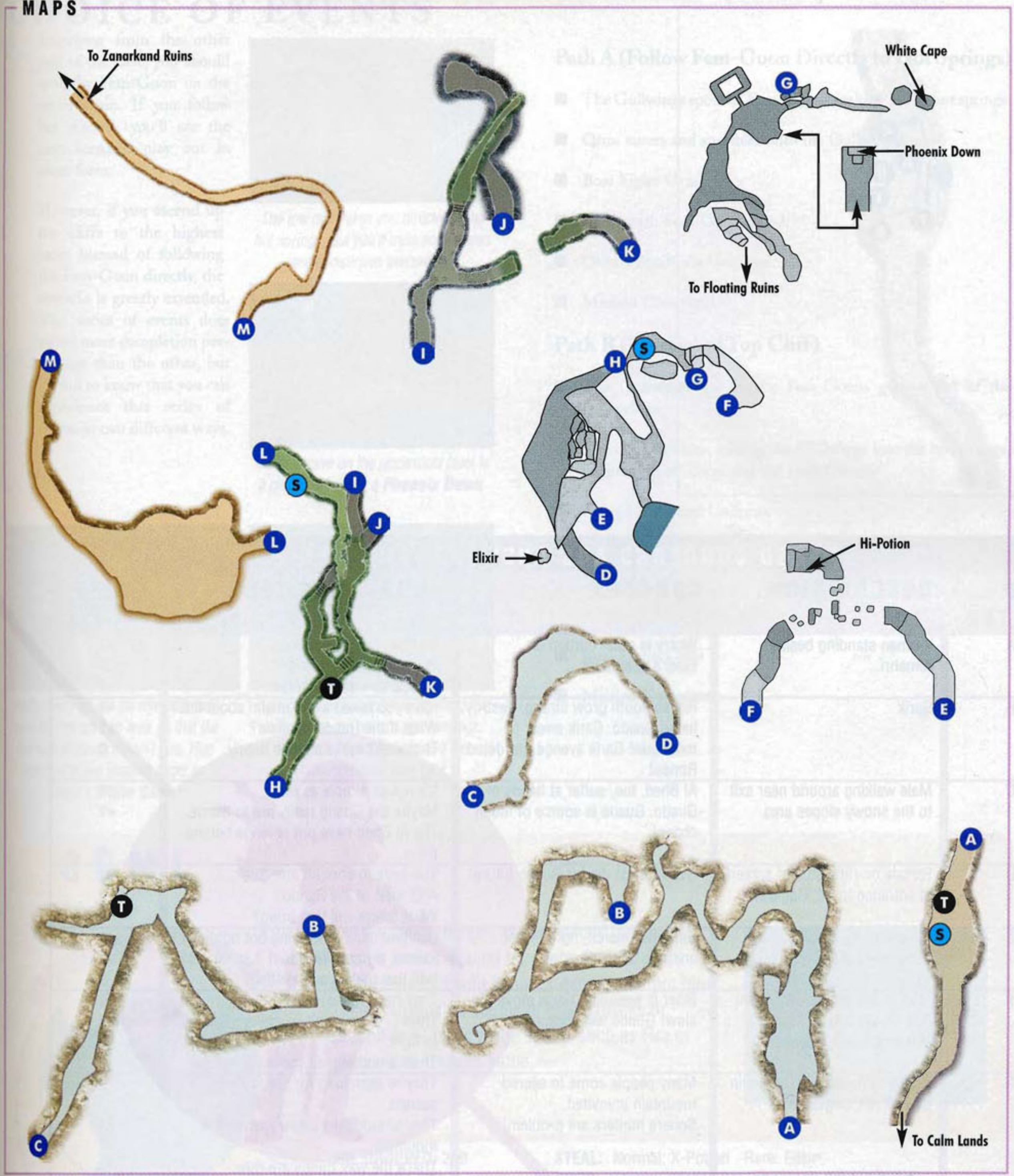
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
AHRIMAN	99	1	20	Potion	Eye Drops
BICOCETTE	182	1	18	Potion	Potion
BULLY CAP	94	1	14	Eye Drops	Eye Drops
DR. GOON	232	1	50	Budget Grenade	Potion
FEM-GOON	167	1	70	Potion	Potion
FLAN AMARILLO	303	1	42	Electro Marble (x2)	Electro Marble (x2)
FLAN PALIDO	188	1	30	Potion	Potion
FLY EYE	258	1	20	Phoenix Down	Phoenix Down
PROTOCHIMERA	420	1	120	Potion	Potion
SHANTAK	1130	1	120	Remedy	Phoenix Down
TAKOUBA	984	1	110	Phoenix Down	Phoenix Down
VIPER SNIPER	256	1	20	Phoenix Down	Budget Grenade
WHITE FANG	378	1	48	Potion	Potion
ORMI	1350	1	80	Gauntlet	Potion

ITEM CHECKLIST

- Elixir
- Hi-Potion
- White Cape
- Phoenix Down
- Syndicate Uniform ❶
- Stonehewn Garment Grid ❶



RONSO NEED MORE REASSURANCE

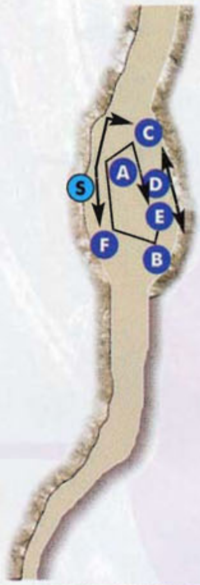
Speak to Kimahri and the Ronso gathered near the entrance of Mt. Gagazet and answer each of their concerns with the correct responses. You must talk to Kimarhi twice: once to undertake the mission currently available at Gagazet and then a second time to appease his anxieties. If you correctly addressed the concerns of all the Ronso during Chapter 1, a certain boss fight becomes a little easier to deal with in Chapter 3. Also, you'll be well on your way to immortalizing Yuna in a way you never thought possible.



Correctly addressing Kimahri's worries nets you a valuable prize later. Again, you must be firm with Kimahri and tell him to handle his own problems.

Characters
1
Garment Grids & Dresspheres
2
Battle System
3
Accessories
4
Items and Item Shops
5
Walkthrough
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Mini-Games
7
Fiends and Enemies
8

MAP



RONSO CONCERNS AND ANSWERS, CHAPTER 2				
MAP LETTER	**DESCRIPTION**	**CONCERN**	**YUNA'S ANSWERS**	**TRUST**
A	Woman standing beside Kimahri.	Worry is great burden on Elder's shoulders.	He does seem very tired. You should help Kimahri! Of course - he's the elder.	+1 0 -1
B	Garik	Ronso youth grow strong, destroy hated Guado. Garik swear to mountain! Garik avenge murdered Ronso!	Have you talked with Kimahri about this? What if the Guado retaliate? That won't make anyone happy.	-1 +1 0
C	Male walking around near exit to the snowy slopes area.	Al Bhed, too, suffer at hands of Guado. Guado is source of much chaos!	It's not as simple as that. Maybe the Guado really are to blame. The Al Bhed have put revenge behind them.	-1 +1 0
D	Female on right side of screen at entrance to Mt. Gagazet.	Guado must die for Ronso future!	You have to cool off and think. And what of the Guado? What future will that bring?	-1 +1 0
E	Male walking around near entrance to Mt. Gagazet.	Garik will march, fight Ronso enemies. Fight Guado!	Can you think of nothing but fighting? Please, try to think about it some more. Will that make you satisfied?	-1 +1 0
F	Male in red armor with green hair on left side of screen at entrance to Mt. Gagazet.	Elder is weakling, Garik move too slow! Guado will escape us!	They have to think everything through. Then… there won't be anyone left to fight. There's nothing we can do about it.	-1 +1 0
G	Guard near stairs in mountain cave of Mt. Gagazet.	Many people come to sacred mountain uninvited. Sphere hunters are problem!	They're searching for the mountain's secrets. They should take better care of the mountain. That's the way things are now.	0 +1 -1

MOUNTAIN PURSUIT

Use the teleport pad near the entrance to quickly travel up to the Mountain Path area, then ascend the slope and follow the trail until the mission begins. Follow the Fem-Goon by climbing up the cliffs to the top ledge. Enter the cave off to the right side.



*Look for a treasure chest on a rock platform floating off the side of the mountain ledge. To reach it, slowly WALK from the cave toward the edge and the platform won't rise. Jump to the platform to obtain the **Elixir** inside the chest.*



Keep an eye on the map in the upper-left corner to avoid missing side chambers.

Head through the cave and jump over the platforms. Keep an eye glued to the on-screen map, and take the side path to a small cave where a **Hi-Potion** awaits in a chest on a ledge. Return to the floating rock path and continue hopping and running toward the exit.

CHOICE OF EVENTS

Emerging from the other side of the cave, you should spot the Fem-Goon on the move again. If you follow her directly, you'll see the next scenario play out in short form.

However, if you ascend up the cliffs to the highest ledge instead of following the Fem-Goon directly, the scenario is greatly extended. This series of events does award more completion percentage than the other, but it's fun to know that you can experience this series of events in two different ways.



The low path takes you directly to the hot springs, but you'll miss some items and completion percentage.



Inside a cave on the uppermost level is a chest containing a ***Phoenix Down****.*



Walk slowly up the narrow path east from the hot springs area so that the top rock platform doesn't rise. Hop across the two floating rocks to obtain a ***White Cape****.*



If you attempt to continue climbing the cliffs above the hot springs overlook, the winds blow too hard and the Gullwings must turn back.

Path A (Follow Fem-Goon Directly to Hot Springs)

- The Gullwings spot the Fem-Goons soaking in the hot springs.
- Ormi enters and stumbles onto the Gullwings.
- Boss Fight: Ormi
- Battle with Fem-Goon squad.
- Obtain Syndicate Uniform
- Mission Complete!

Path B (Proceed to Top Cliff)

- The Gullwings spy on the Fem-Goons getting out of the hot springs.
- The cliff crumbles, spilling the Gullwings into the hot springs, frightening off Ormi and the Fem-Goons.
- Obtain Syndicate Uniform.
- The Gullwings bathe in the hot springs.
- Exit the hot springs; the Gullwings encounter the Fem-Goon squad.
- Boss Fight: Ormi
- Mission Complete!

ORMI BOSS FIGHT



HP: 1350 MP: 22 EXP: 180 AP: 7

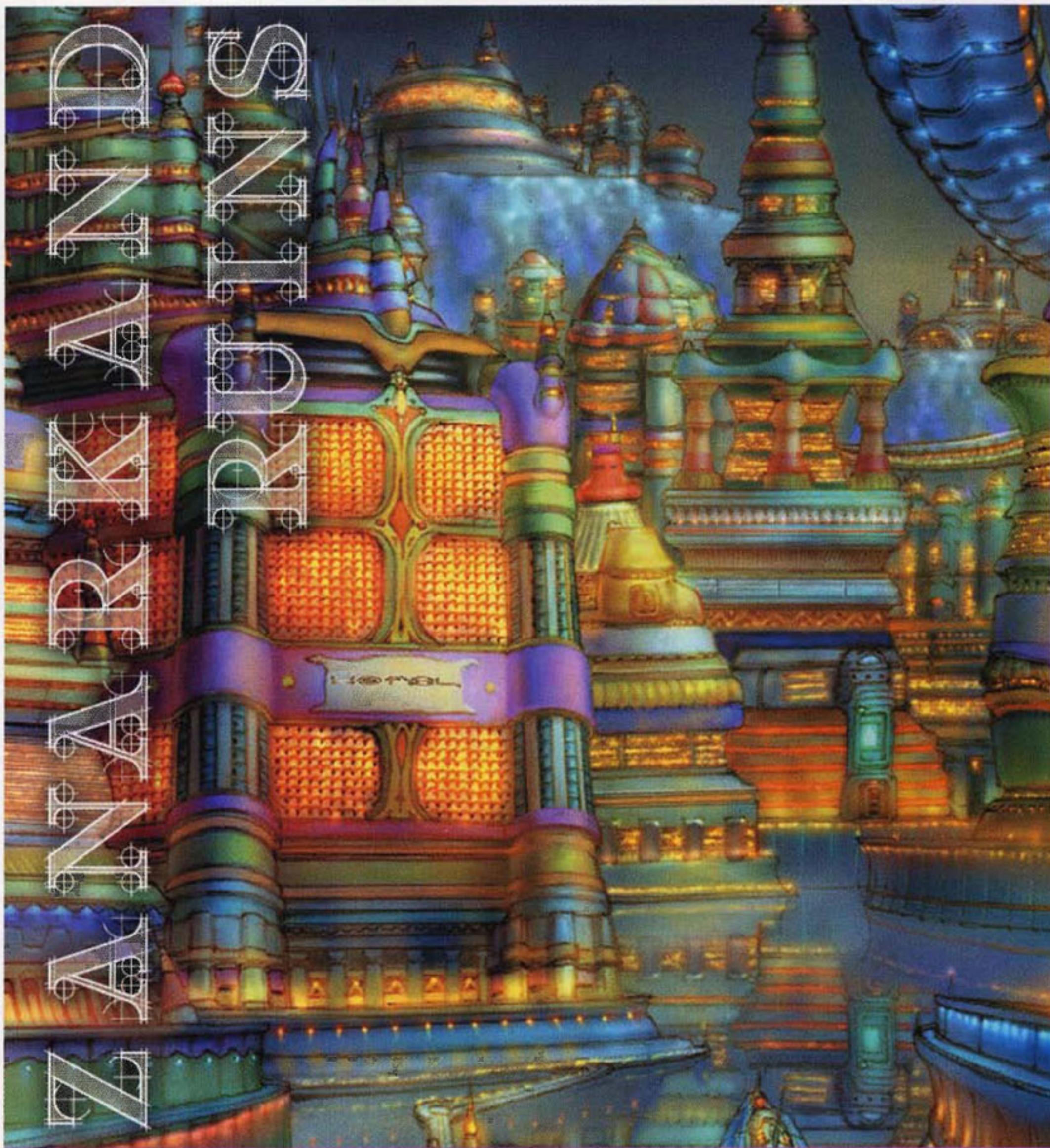
Ormi fights in the same manner as in previous battles, so use the same tactics against him here. Prevent Ormi from attacking by using items or dances that put him to sleep. Unleash a couple of chain attacks or second-level Black Mage spells, such as Fira or Blizzara, to end the battle.



GIL DROPPED: 200
PILFER GIL: 520

STEAL: Normal: X-Potion Rare: Elixir
DROP: Normal: Beaded Brooch Rare: Beaded Brooch

ZANARKAND RUINS



ACTION CHECKLIST

1



Learn of Isaaru's problems by speaking to him just inside the dome.

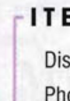
2



Match each monkey to its soul mate before the conclusion of Chapter 3

COMPLETION: +0.4%

WANDERING FIENDS



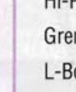
ANOLE
HP: 734 | AP: 1 | Gil: 70
Steal: Hi-Potion
Drop: Hi-Potion

BEHEMOTH
HP: 1420 | AP: 1 | Gil: 80
Steal: Phoenix Down
Drop: Circlet



GECKO
HP: 228 | AP: 1 | Gil: 18
Steal: Antidote
Drop: Antidote

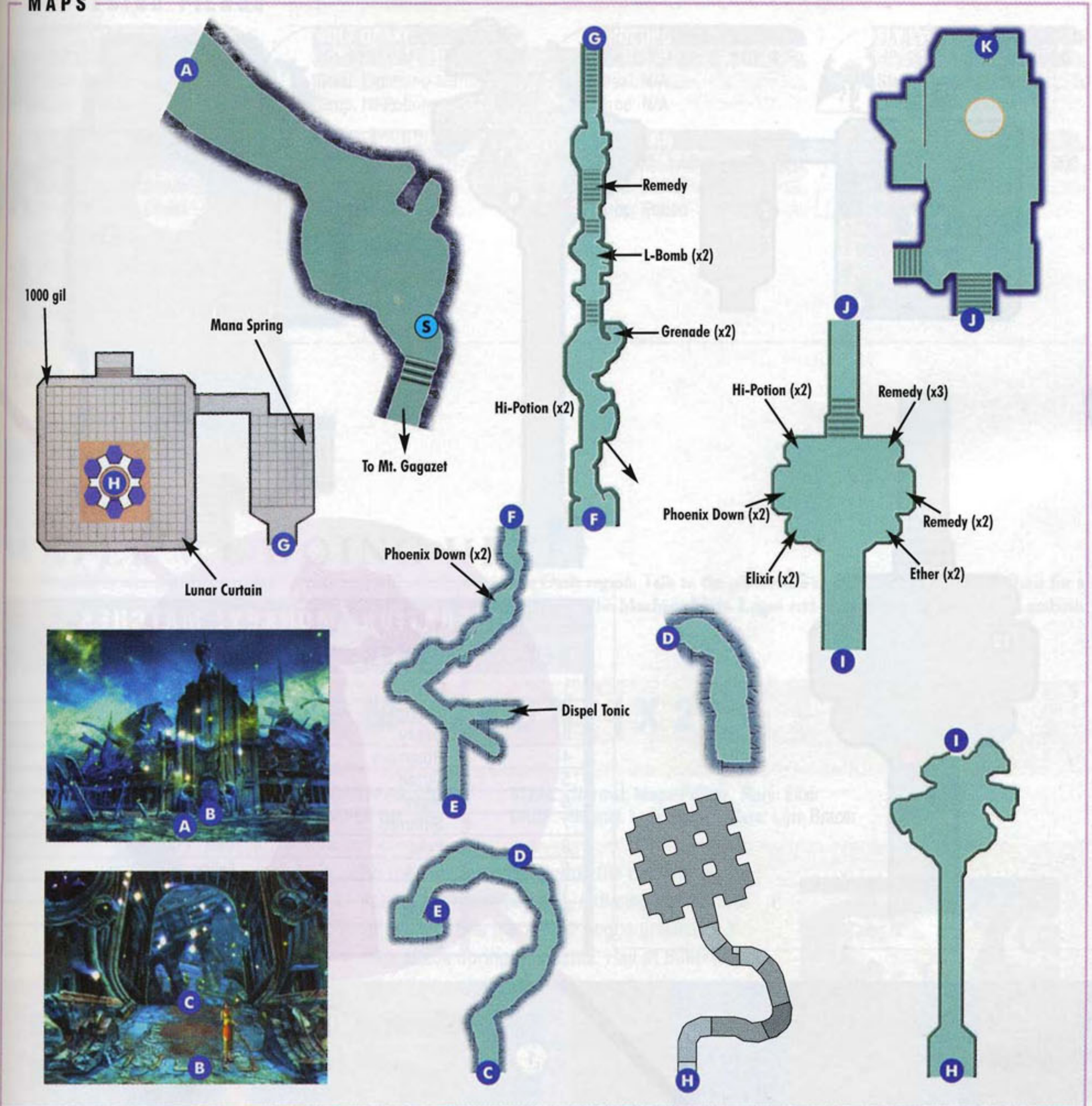
NASHORN
HP: 482 | AP: 1 | Gil: 22
Steal: Potion
Drop: Potion



WHITE ELEMENTAL
HP: 77 | AP: 1 | Gil: 26
Steal: Antarctic Wind
Drop: Potion

ITEM CHECKLIST

- Dispel Tonic
- Phoenix Down (x2)
- Hi-Potion(x2)
- Grenade (x2)
- L-Bomb (x2)
- Remedy
- Lunar Curtain
- Mana Spring
- 1000 gil
- Light Curtain
- Remedy (x3)
- Remedy (x2)
- Ether (x2)
- Elixir (x2)
- Phoenix Down (x2)
- Hi-Potion (x2)
- Soul of Thamasa



OPERATION: MONKEY!

The tourists seem to be leaving the treasure chests unopened, so enter the dome and speak to Isaaru to find out why. He is standing at the base of the stairs, wondering how he's going to prevent the monkeys that are infesting the ruins from driving off tourists. As Isaaru leaves, Rikku and Paine get the crazy idea of breeding the monkeys to increase their population, thus scaring away the tourist trade permanently.



Isaaru is foolish to leave these three mischievous girls in the temple alone.



The monkeys are connected by their names.

To complete this short side quest, grab a monkey that is in love and offer it to the other monkeys inside the Zanarkand dome until you find the monkey's soul mate. When small hearts start emanating over a monkey's head, it means that it is ready for true love. Press the X button to grab a monkey. As Yuna is holding the lovey-dovey creature in front of her, move to other monkeys and check to see if they like the monkey that you're holding by pressing the X button. If the monkeys are a match, the two will instantly fall in love.

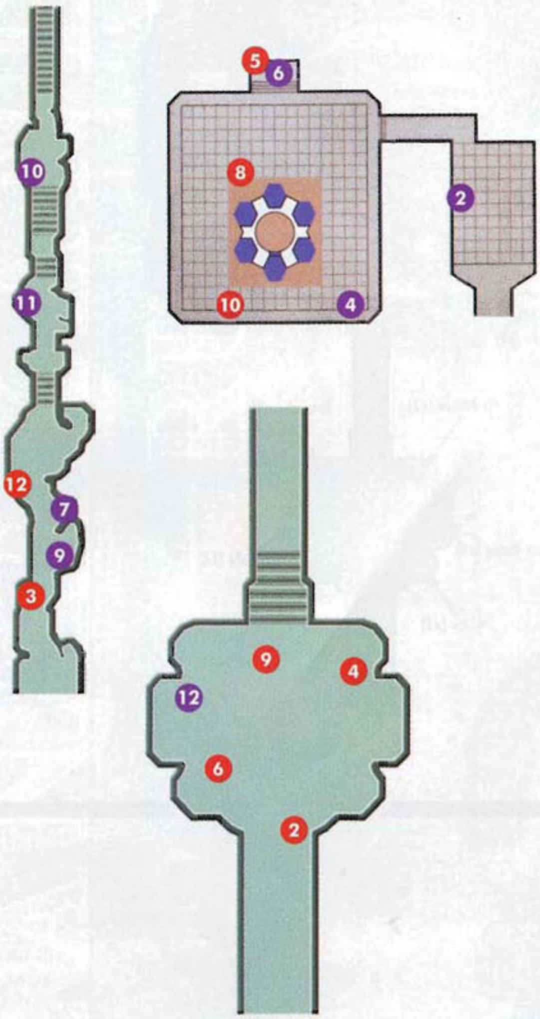
The location of each monkey and its soul mate is marked on the following maps. Match a red numeral with its corresponding purple numeral to make a match. After matching up all twelve pairs of monkeys, you'll complete the mission and receive a **Soul of Thamasa** accessory.

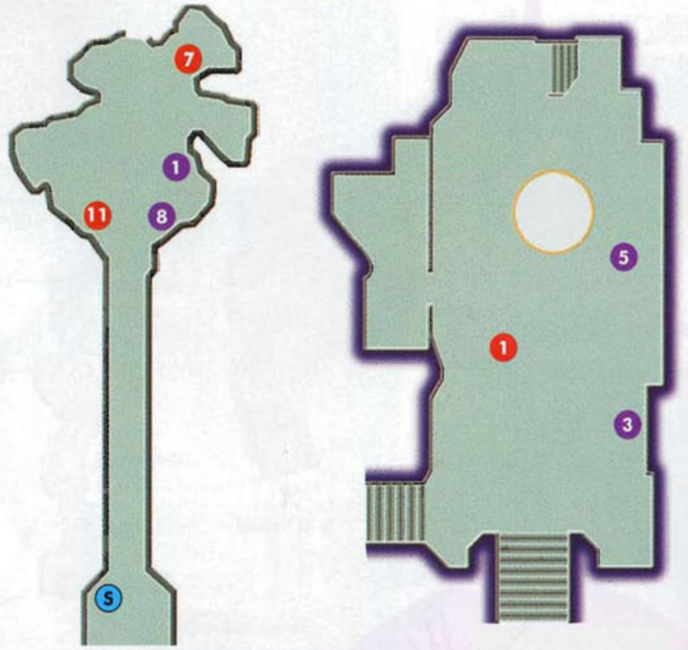


When Yuna is holding a monkey, move to other monkeys and check to see if they are interested in falling in love.

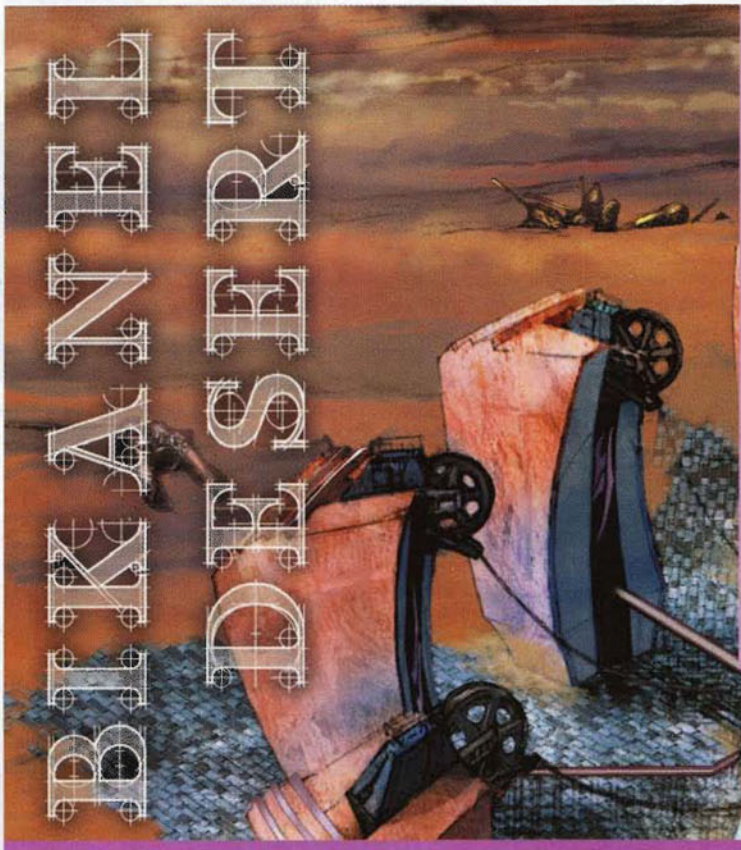


Remember, if you speak to the wrong monkey, it might swipe some gil!





OPERATION: MONKEY! MATCHES		
SET	**LOVER**	**SOUL MATE**
1	Birch	Sequoia
2	Spring	Autumn
3	Dusky	Dawne
4	Rosemary	Thyme
5	Terran	Skye
6	Minni	Maxx
7	Summer	Winter
8	Peke	Valli
9	Canis	Felina
10	Arroh	Quivrr
11	Golde	Sylva
12	Luna	Sol



ACTION CHECKLIST

1



Speak to Nhadala to learn of new developments in the desert.

3



Find the dressphere washed up on the Oasis shore.

2



Ask the pilot to fly the Gullwings to the Oasis.

4



Fend off Logos and his goon squad.

COMPLETION: +0.2%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ANGRA MAINYU	333444	30	5000	Megalixir	Ribbon
BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
CHOCOBO	368	0	0	N/A	N/A
FLY EYE	258	1	20	Phoenix Down	Phoenix Down
HRIMTHURS	552	1	44	Phoenix Down	Phoenix Down
KILLER HOUND	202	1	18	Potion	Potion
NASHORN	482	1	22	Potion	Potion
LOGOS	1220	1	200	Mega-Potion	Lure Bracer
FEM-GOON	167	1	70	Potion	Potion

ITEM CHECKLIST

Machina Maw Dressphere
Hour of Need Garment Grid

WATER WE DOING HERE?

Nhadala is worried about strange events and odd interlopers in the Oasis region. Talk to the pilot twice and ask him to fly to the Oasis for a look. Approaching the water's edge, Yuna finds Rikku's special Dressphere, the **Machina Maw**. Logos and the Leblanc Syndicate then ambush the Gullwings.

LOGOS, FEM-GOON (X2) BOSS FIGHT



HP: 1220 MP: 46 EXP: 160 AP: 1

GIL DROPPED: 200
PILFER GIL: 460

STEAL: Normal: Mega-Potion Rare: Elixir
DROP: Normal: Lure Bracer Rare: Lure Bracer



Use the first few turns during the battle to eliminate Logos's companions, reducing the number of enemy turns per round. Logos unleashes a new attack during this battle, Hail of Bullets, wherein he shoots the entire party with a volley of shots. Logos also attempts to incapacitate the party with bombs that inflict Darkness or Silence. If his bomb tossing becomes a problem, have a Songstress tame the fierce gun master by casting Sleepy Shuffle. The **Hour of Need Garment Grid** is awarded for defeating the trio and completing this short mission.

HP: 160 MP: 172 EXP: 10 AP: 1

GIL DROPPED: 70
PILFER GIL: 200

STEAL: Normal: Potion Rare: Potion
DROP: Normal: Potion Rare: Potion

O'AKA PAYS OFF HIS OWN DEBT

If for some reason you elected to turn O'aka over to the Al Bhed to pay off his own debt, he will be found in the desert toiling away! After taking care of business at the Oasis, return to the digger's camp and speak to the man in green standing beside the hover. It sounds like someone familiar is toiling away in the Southern Expanse. Ask the pilot to fly you to the Southern Expanse to look for O'aka.



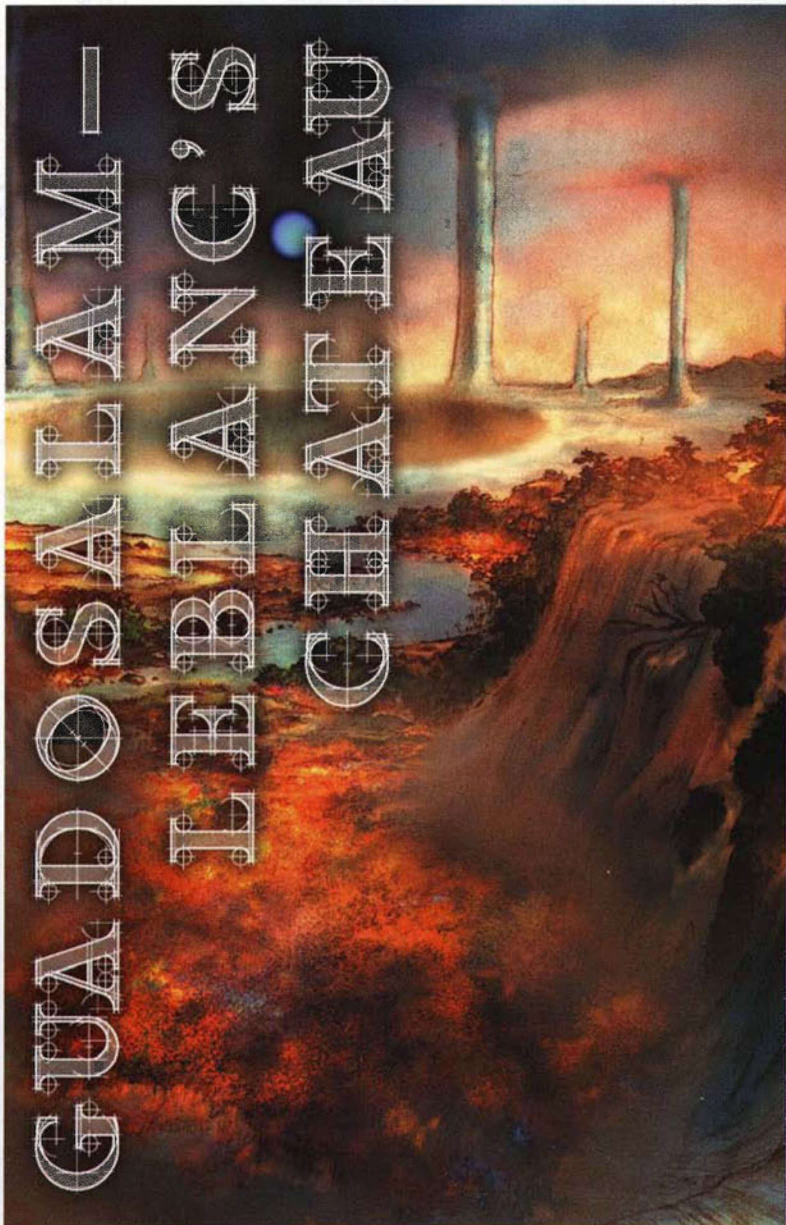
Rumors at the camp indicate O'aka is around.

Repeatedly excavate treasures and machina in the Southern Expanse. During an excursion, a green "X" may appear on-screen. Head for it to find O'aka. He paid off his own debt and is now weary from his toils. Allow him to come aboard the Celsius.

Back onboard the Celsius, run down to the Cabin to visit the merchant. Ask to see his goods, which are all slightly cheaper than usual. He then begins to sell items at ridiculously cheap prices! In addition, he and his brother Wantz later reopen the Travel Agency at Macalania, selling some of the better accessories in the game!



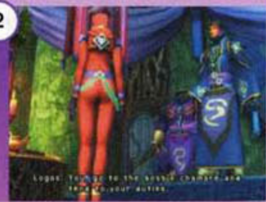
Agreeing to take O'aka onboard the Celsius counts as a failed dig, but this time, it's worth the trouble.



ACTION CHECKLIST

1


Approach the entrance of Leblanc's chateau in disguise.

2


Speak to Logos and Ormi in the living room.

3


Run upstairs to massage Leblanc.

4


Push the secret switch at the back of the living room and penetrate the secret corridor of the chateau

5


Fight Ormi after he discovers the Gullwings inside the hideout.

6


Snatch the sphere inside Logos's and Ormi's room.

7


Deactivate the booby traps in the deadly corridor.

8


Enter Leblanc's room and confront the Syndicate leaders.

COMPLETION: +4.0%

WANDERING FIENDS



BATTLESNAKE	
HP: 252	AP: 1	Gil: 40
Steal: Phoenix Down	
Drop: Potion	



DR. GOON		
HP: 232	AP: 1	Gil: 50
Steal: Budget Grenade		
Drop: Potion		



FEM-GOON		
HP: 167	AP: 1	Gil: 70
Steal: Potion		
Drop: Potion		



ORMI		
HP: 1640	AP: 1	Gil: 220
Steal: X-Potion		
Drop: Black Choker		



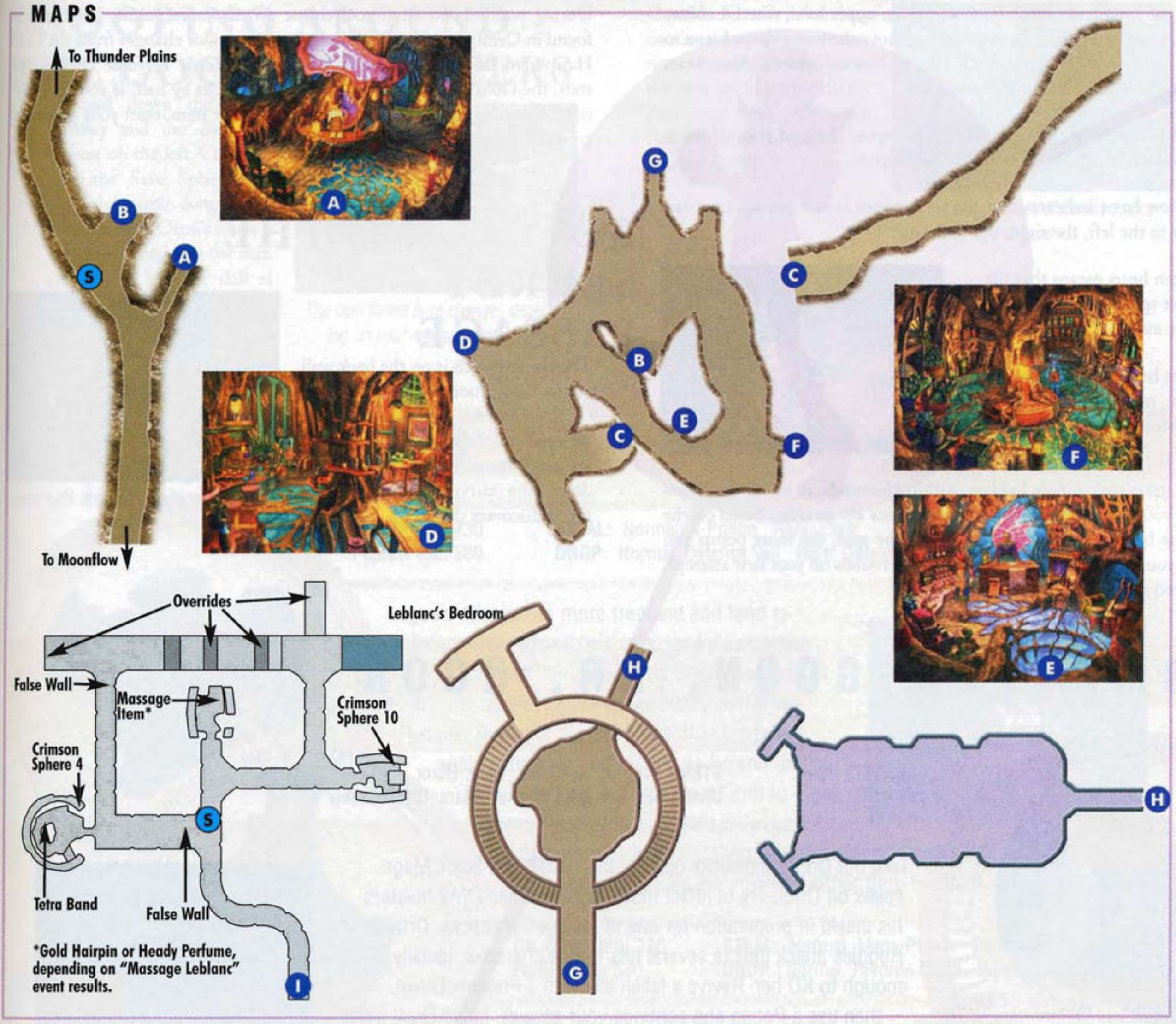
LOGOS		
HP: 1432	AP: 1	Gil: 230
Steal: Mega-Potion		
Drop: Favorite Outfit		



LEBLANC		
HP: 1380	AP: 1	Gil: 300
Steal: Elixir		
Drop: Reassembled Sphere		

ITEM CHECKLIST

- Heady Perfume or Gold Hairpin
- Crimson Sphere 10
- Healing Light Garment Grid



THREE UNIFORMS COLLECTED

As you track down Leblanc Syndicate members and steal their uniforms, one by one the Gullwings on the bridge of the Celsius will don the uniforms of their rivals. When the third uniform is obtained, the party automatically returns to the Celsius. For completing the mission to get three Syndicate Uniforms, you're awarded the **Bum Rush Garment Grid**.



Once you have all three uniforms, the girls lounge around the bridge in Syndicate fashions.

DESTINATION: CHAPTER 3!

With all three uniforms obtained, access to Leblanc's chateau in Guadosalam will be open. If you need to go somewhere else and complete any remaining side missions, be sure to do it before you change into the uniforms. Once you change into the uniforms at Guadosalam, you will be unable to return to the Celsius. After the mission inside the Syndicate's hideout, Brother automatically flies to Bevelle.

FAKING AND ENTERING

Approach the doors guarded by Leblanc Syndicate Goons. The girls automatically put on their uniforms and slip inside. After the scene in the foyer, head through the door at the back of the first level. Proceed to the far side of the living room and receive your orders from Logos and Ormi. They need someone to go upstairs and massage the boss.



Leblanc is a pushover for her Noojie-Woojie.

Return to the foyer and ascend the stairs to the upper level, where Leblanc demands a massage at once. To massage her, move the heart-shaped icon to any point on the grid and press the X button. Not only does Leblanc react vocally, but the icon lights up a certain color:

- A red heart means you've hit the perfect spot. The grid resets, forcing you to look for the red spot in its new location.
- A yellow heart indicates that the perfect spot is just one square away, either to the left, the right, up, or down.
- A green heart means that the perfect spot is just one diagonal square away.
- A blue heart indicates that you're nowhere close to the satisfaction spot.



You must completely satisfy Leblanc within 15 rounds. A round concludes each time you attempt to massage a spot. Points are awarded based on the color of the heart icon revealed. The better the spot, the more points you receive. If you fail to score 32 points within 15 rounds on your first attempt, you're forced to do it again.

During your second attempt, Leblanc awards more points, but the item found in Ormi's bedroom within the secret corridor changes from the Gold Hairpin to the Heady Perfume. While the Heady Perfume raises a few stats, the Gold Hairpin cuts the MP cost of spells by half. If you don't satisfy Leblanc on the first try and want the other item, reset your game and try again.

REVEALING THE SECRET PASSAGE

The secret switch is on the back wall of the living room on the first floor of the chateau, between the blue pedestal and the door. Once the girls are inside the secret corridor, proceed down the curving passage until Ormi discovers the group.



Darn that Brother of Rikku's. Your cover is blown!

BOSS FIGHT: ORMI, FEM-GOON, DR. GOON



HP: 1640 MP: 40 EXP: 220 AP: 1

GIL DROPPED: 220
PILFER GIL: 560

STEAL: Normal: X-Potion Rare: Elixer
DROP: Normal: Black Choker Rare: Black Choker

Take out Ormi's sidekicks quickly, then use a few Black Mage spells on Ormi. Try to inflict more damage when Ormi holsters his shield in preparation for one of his special attacks. Ormi's Huggles attack inflicts several hits to one character, usually enough to KO her. Revive a fallen ally with a Phoenix Down, then use a Potion and continue your assault. Inflict Ormi with Poison or Darkness to give yourself an advantage.





HP: 167 MP: 172 EXP: 10 AP: 1

GIL DROPPED: 70
PILFER GIL: 200

STEAL: Normal: Potion Rare: Potion
DROP: Normal: Potion Rare: Hi-Potion



HP: 232 MP: 41 EXP: 10 AP: 1

GIL DROPPED: 50
PILFER GIL: 160

STEAL: Normal: Budget Grenade Rare: Grenade
DROP: Normal: Potion Rare: Grenade

SNOOPING AROUND THE GOONS' QUARTERS

Proceed down the secret hallway and use the Save Sphere on the left. Continue past the Save Sphere and open the purple doors at the corner. Inside Ormi's room is the chest containing the item determined by your skill at massaging Leblanc—either the **Heady Perfume** or the **Gold Hairpin**.



The item found here changes depending on your massage technique.

Outside Ormi's chamber, continue down the next section of corridor and enter the next set of purple doors. Pick up the **Crimson Sphere 10** on Logos's bedside bookshelf.



Yuna and crew are discovered once again!

ORMI, LOGOS BOSS FIGHT



GIL DROPPED: 230
PILFER GIL: 580

STEAL: Normal: X-Potion Rare: Elixir
DROP: Normal: Defense Veil Rare: Defense Veil

Logos's attacks are more frequent and tend to interrupt your characters' attacks; focus on him first. Steal from him, then let a Black Mage douse him with spells. Logos occasionally performs Russian Roulette, a weak attack that tends to apply status ailments (such as Poison or KO). With Logos down, treat Ormi to some strong Black Mage spells but watch out for his devastating Huggles attack. Poison, Sleep, and Darkness can reduce the ability of either thug to attack.



GIL DROPPED: 230
PILFER GIL: 580

STEAL: Normal: Mega-Potion Rare: Elixer
DROP: Normal: Favorite Outfit Rare: Favorite Outfit

DEACTIVATING THE SECURITY SYSTEM

Exit Logos's room, head down the corridor to its right, and climb to the top of the raised ledge. Rather than leap from ledge to ledge down the corridor, drop into the first pit. Within this pit, you'll discover one of three switches that overrides the security system. Activate the switch, then climb the next section and drop into the next pit. Turn on yet another override switch, then climb out and proceed to the end of the corridor.



The switches to override the security devices are tucked inside the pits of the long corridor.



The spikes are more threatening than harmful.

As you proceed toward the back wall, panels slide away to reveal sharp spikes. Turn and run down the corridor, leaping from ledge to ledge as quickly as possible. If you drop into a pit, climb out fast and continue. When you reach the bottom edge of the corridor, wait for the wall to catch up. In order to reach the alcove above the passageway, you must let the spikes catch up to you at this point. Doing so will trigger a short scene of the girls outrunning the spikes and jumping to the alcove above. Press the override in this corridor to finally deactivate the booby traps.

UNCOVERING LEBLANC'S ROOM

With the booby traps in the long corridor disabled, run to the top of the corridor and press the switch that is now visible on the back wall. A section of the corridor on the left slides down to reveal a new portion of the passage. Head into the newly opened corridor and enter the first doorway—a circular portal with Leblanc's seal engraved upon it. Proceed a little ways into the room for the final showdown.



The final encounter occurs in Leblanc's room.

RETURN TRIP REQUIRED

Some additional items are located in Leblanc's room, but they'll have to wait until you have a chance to return here during Chapter 3.

ORMI, LOGOS, LEBLANC — BOSS FIGHT



GIL DROPPED: 240
PILFER GIL: 600

STEAL: Normal: X-Potion Rare: Elixir
DROP: Normal: Twist Headband Rare: Twist Headband

Leblanc and crew have been practicing a three-person combo attack for the girls. Since Logos has a surprisingly low amount of HP, dispose of him as quickly as possible with a second-level Black Mage spell. This negates the ability of the Syndicate trio to use their No Love Lost combo. If the trio executes the attack, use a Mega-Potion to recover if necessary.





GIL DROPPED: 240
PILFER GIL: 640

STEAL: Normal: Mega-Potion Rare: Elixir
DROP: Normal: Charm Bangle Rare: Charm Bangle

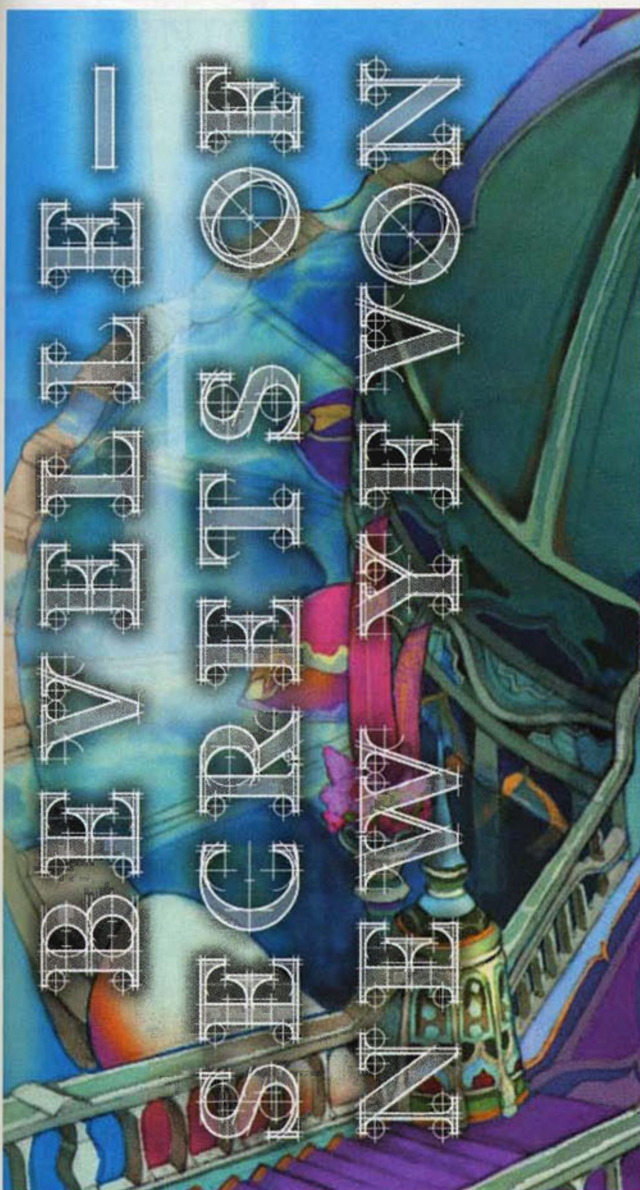
Leblanc motivates her men by casting Shell, Protect, and Regen on them simultaneously. Therefore, Leblanc is the next target. Use a Dispel Tonic or a Dispel spell to get rid of the positive effects she casts on herself and Ormi. She is susceptible to Poison and Darkness, as are Ormi and Logos. After Leblanc is gone, finish up Ormi as quickly as possible. You will receive the **Healing Light Garment Grid** for completing this mission.



GIL DROPPED: 300
PILFER GIL: 1500

STEAL: Normal: Elixir Rare: Elixir
DROP: Normal: Reassembled Sphere Rare: Reassembled Sphere

BEVELLE – SECRETS OF NEW YEVON



ACTION CHECKLIST



1. Reach the temple of New Yevon by force or by invite.



2. Activate the switch to change the direction of the lift.



3. Ride the lift to the lower levels of the temple.



4. Touch the panels on the security towers to create an exit.



5. Turn the gaol on and off to reach some valuable accessories.



6. Step on the glyphs to activate the lifts.



7. Confront Praetor Baralai at the heart of New Yevon's secrets.



8. Battle an aeon turned evil.

COMPLETION: +2.6%

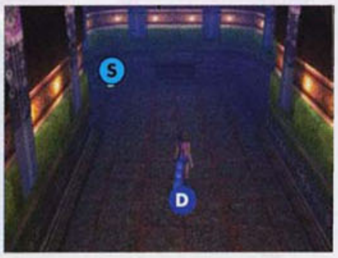
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
FLAN AMARILLO	303	1	42	Electro Marble (x2)	Electro Marble (x2)
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
KUKULCAN	3220	1	86	Soft (x2)	Soft (x2)
SKINK	882	1	78	Hi-Potion	Hi-Potion
VERTIGO	688	1	36	Antidote (x2)	Antidote
YAC-13	1380	1	25	S-Bomb	S-Bomb
YAU-28	1270	1	25	Grenade	S-Bomb
YEVON DEFENDER	186	1	40	Budget Grenade	Potion
YEVON GUARD	223	1	40	Budget Greande	Potion
YSLS-ZERO	1935	1	100	Mythril Gloves	Wristband
YSLS-99	2775	1	400	Mythril Gloves	Stamina Tablet
PRECEPTS GUARD	3680	1	800	Mana Tablet	Regen Ring
GEORAPELLA	4420	1	1000	Water Gem	NulTide Ring
BARALAI	3380	10	1300	Charm Bangle	Pearl Necklace
BAHAMUT	8400	15	1000	Mute Shock	Gris-Gris Bag

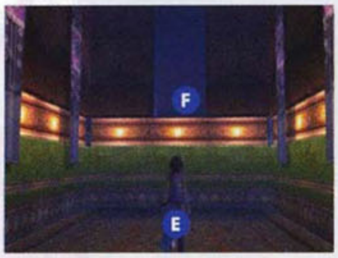
ITEM CHECKLIST

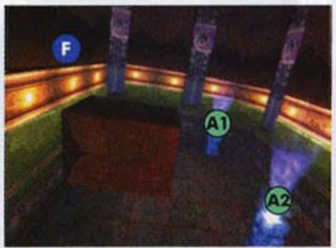
- Remedy (x3)
- Remedy (x3)
- 3000 gil
- Hi-Potion (x4)
- Potion (x8)
- Phoenix Down (x4)
- Chocobo Feather
- Pearl Necklace
- Glass Buckle
- 500 gil
- Ribbon
- Ether (x4)
- Remedy (x4)
- Downtrodder Garment Grid
- Bloodlust
- Wring
- Phoenix Down (x5)
- Hi-Potion
- Dark Knight Dressphere



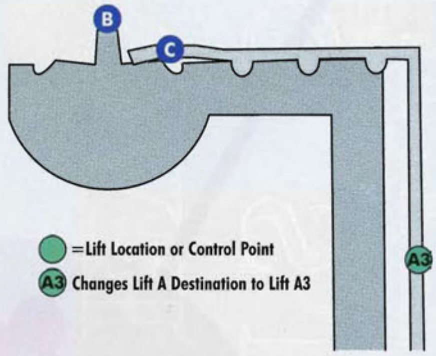


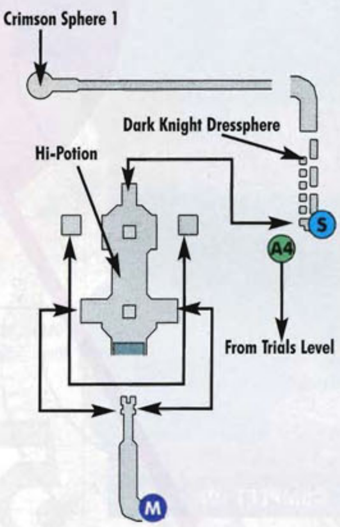
*Room Changes in Chapter 5.





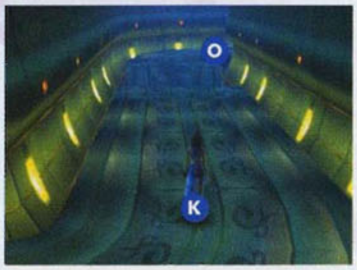
A1 Changes lift A to destination A1.
A2 Changes lift A to destination A2.



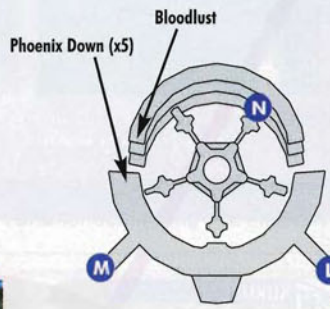


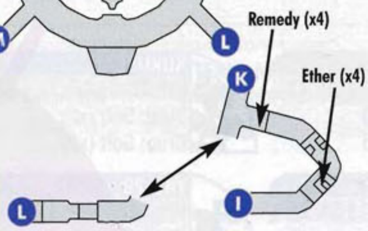


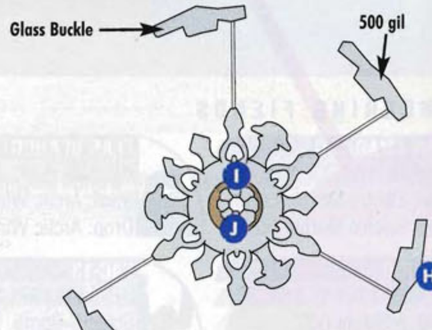




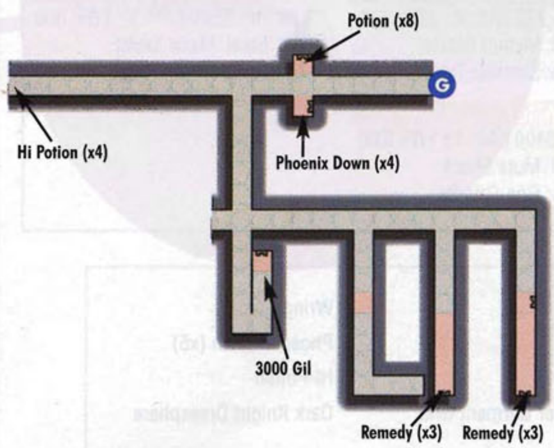


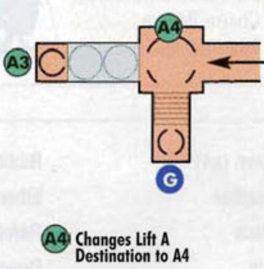


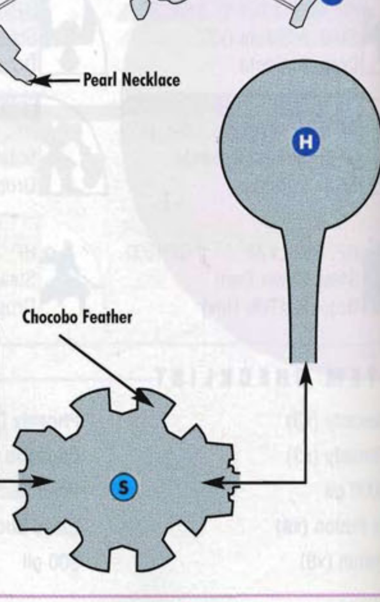






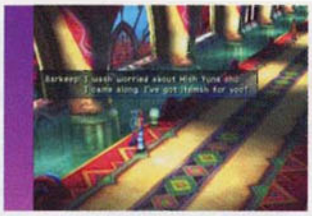






DEPENDING ON ALLIANCE

Leblanc and the Gullwings hatch out a plan to find Baralai, the New Yevon praetor, and make him reveal the ominous weapon Vegnagun. If the Gullwings allied with New Yevon at the beginning of Chapter 2, you will have no problems proceeding directly to the temple. Along the way, speak to NPCs in the area to find out that some strange events have been occurring in Bevelle recently and that no one has any idea where the praetor is.



Barkeep sets up shop near the first Save Sphere. He sells the same items as he does onboard the airship.



Take out soldiers with flamethrowers first to lessen any potential damage.

If the Gullwings gave the stolen sphere to the Youth League at the beginning of Chapter 2, each set of guards that identifies the Gullwings will move in to attack. Battle up the Highbridge and avoid speaking to NPCs who may yell for help.

CHANGING LIFT DIRECTION

Whether you're allied with New Yevon or not, the events occurring inside the temple will be the same either way. Speak to the priests to learn more of the recent developments in Bevelle. The lift takes the group deep underground in the temple, but you must change its course. Follow the curving wall of the temple east toward the doorway. Inside the small room, climb onto the platform and step onto the seal. A doorway opens in another chamber. Exit the small room and head back through the temple area to the west side of the lift chamber.



When the lift hologram drops, it means that the lift will descend to the lower levels.



Step on raised square platforms to activate glyphs.

Climb up to the new opening in the wall and drop into a secret chamber. The two pillars here control the direction of the lift. Examine the pillar closest to the screen to change the direction of the lift in the central area. Return to the central area where the priests congregate and ride the lift down to the core of the temple.

TRIAL OF FIENDS

Although this mobile pathway was once the home of a head-scratching puzzle, you can now move through the chamber freely and collect the items stored inside the chests. While random battles will not occur, fiends will materialize as you head for each chest. Proceed to the lift at the east end of the top level, and ride it to the stage above.



Fight for all the items in the temple before proceeding to the top level.

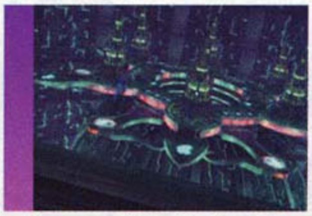
BEVELLE SECURITY CORE



Barkeep's list of goods is identical to the ones he has onboard the airship.

Barkeep the Hypello moves to the antechamber to set up shop, so use this opportunity to stock up on goods. Grab the **Chocobo Feather** from the chest in the corner, then save your game at the Save Sphere. The next section of the game is extremely challenging combat-wise and may prove to be a strain on the entire party. Enter with nothing short of full HP and MP.

Proceed into the Chamber of the Fayth and leap into the large hole in the center of the room. The Gullwings find themselves in a massive, unknown chamber deep under Bevelle. Move along the platform toward the screen to find a machina pillar. Examine the pillar to receive a message regarding the security system inside this massive room. After doing so, return to the group and move to the edge of the platform. After the security shutdown begins, move toward the top of the platform to make Yuna slide down a chain to the massive security station below. Move forward a few steps and prepare to battle a set of YAC-13s.



Move upward along the edge of the platform to make Yuna automatically hop onto the chain.

CONSERVE MP IN BEVELLE!

If you normally depend on a Black Mage to vanquish your foes, you won't be able to rely on the same strategy here. Try to conserve MP for the bosses in this area, and enlist the aid of a skilled Gun Mage or two to take down all the machina and mechs in this area.

First, use the Scan ability on each robot to determine whether it is a machina or a mech. Then use Mech Destroyer or Dismantler to take down the sentries efficiently. YAC-13s are machina, while other machines (such as the YSLS-99s and YSLS-Zeros) are mechs.



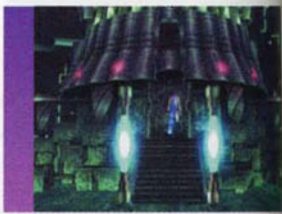
EATING ELEMENTS

Before undertaking the task of activating the security towers, it would be wise to equip your characters with Garment Grids such as Ice Queen, Heart of Flame, Thunder Spawn, or Menace of the Deep. These grids all have the ability to absorb a certain kind of elemental spell, which will prove invaluable against a particular boss monster encountered in the security tower room.



THE WATCHTOWERS

After disposing of the first set of security drones, it's time to go about disabling the security towers. Yuna is standing in front of the first of three "blue towers." (Note the two blue lights positioned below the tower's steps are glowing brightly.) When the tower is activated, part of the security system shuts down. After a fight with a YSLS-Zero, a platform appears in the central pit.



The lights outside a "blue tower" remain blue once it's activated.



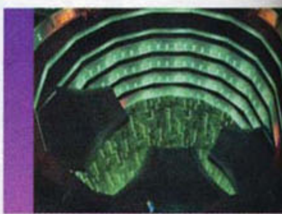
*Behind the third tower is a chain. Run up the chain to the platform against the side wall of the chamber. Defeat a YSLS-99 to clear the path to a chest containing a **Pearl Necklace**.*



*Ascend the chains in the north portion of the room to obtain a **Glass Buckle** and **500 gil**.*

When you can move again, proceed in a clockwise fashion around the circular area. The next tower is a "red tower." The only indication that this is a red tower is that the twin lights in front of the tower steps are *not* glowing at all. When you ascend the steps and touch the control panel, the two lights in front of the tower glow red. This triggers a fight with another mech, and then a second platform appears in the central pit.

Continue to move around the circle, ascend the stairs of every tower, and touch the control panel. When you activate the three blue towers, you must fight the Precepts Guard. At this point, three of the platforms in the pit form a large stairway to the level below.



Move to the edge of the pit to view the progress of the platforms.

Upon activating all three of the red towers, you must fight the Georappella boss. You will notice that three additional platforms have emerged in the pit, but they don't seem to go anywhere… for the moment.



The lights outside a red tower change colors when activated.

PRECEPTS GUARD — BOSS FIGHT

The Precepts Guard inflicts Poison status by casting Bio and drains HP and MP from your characters. Because the creature casts Demi to reduce the entire party's HP by a percentage, you must have a White Mage present to cast Pray or Cure every round. The Precepts Guard may also inflict party members with Slow status, and it also has a Death attack that causes instant KO. For all these reasons, you must assault this fiend with extreme speed and efficiency.





Cast your most powerful Black Mage spells to defeat the fiend in the shortest amount of time possible. This way, you don't allow the fiend the opportunity to use too many of its attacks. While a Black Mage is casting and a White Mage is healing, a Warrior can cause a good amount of damage with the Excalibur attack. Excalibur is the only Holy-based attack at your disposal for the moment.

GIL DROPPED: 800
PILFER GIL: 1600

STEAL: Normal: Mana Tablet Rare: Mana Tablet (x2)
DROP: Normal: Regen Bangle Rare: Regen Bangle

GEORAPELLA BOSS FIGHT

Like the Precepts Guard, Georappella is also weak versus Holy. Therefore, the strategy for defeating the fiend is relatively the same. Use a White Mage to heal, have a Warrior attack with Excalibur, and use a Black Mage to cast powerful spells at the fiend.





Georappella's sole means of attack is casting third-level black magic spells at the entire party. However, it can cast spells at an alarming frequency. Use Chocobo Feathers or a Chocobo Wing to thrust the Gullwings into Haste mode, which gives you more turns to deal with each spell attack. You can also let a Songstress cast Jitterbug every round. If your characters are low on MP, the boss has plenty to steal. A Black Mage can restore her MP with the MP Drain skill, and other characters can use Mana Springs for the same purpose.

GIL DROPPED: 1000
PILFER GIL: 1300

STEAL: Normal: Water Gem Rare: Water Gem (x2)
DROP: Normal: NulTide Ring Rare: NulTide Ring

OBTAINING THE RIBBON

Before leaving the security tower room, there is an additional challenging task to undertake to reach an extremely useful accessory. Now that the security forces in the room have been deactivated, the blue towers have gained new functions. When you touch the control panel of a red tower and then the control panel of a blue tower, one of the lower three platforms in the pit will move. Referring to the labeling on the following map, refer to the steps below to obtain a **Ribbon** accessory.

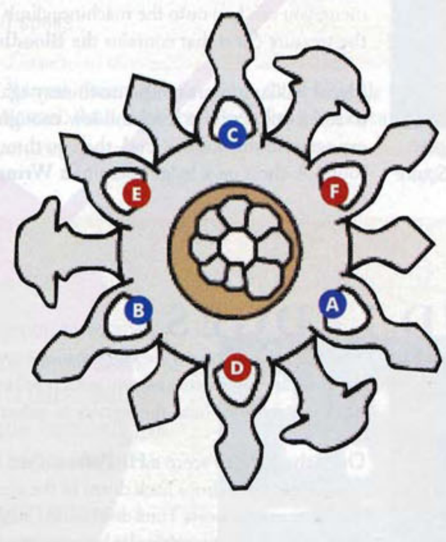


Once you have this item, you won't mind all the work required to obtain it. A Ribbon protects one character from all status ailments!

Steps to Align the Lower Platforms

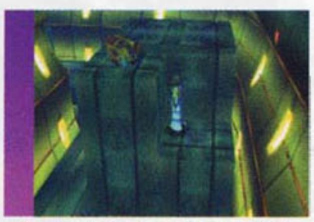
1. Touch the control panel of red tower D, then the control panel of blue tower A. The fourth platform from the top rotates to a new position.
2. At this point, you must fight a Precepts Guard or Georappella.
3. Touch the control panel of blue tower B. The fourth platform from the top moves to the opposite side of the pit.
4. Touch the control panel of red tower E, then touch the panel of blue tower B. These actions cause the fifth platform from the top to flip to the opposite side of the pit.
5. Touch the control panel of red tower F, then touch the panel of blue tower C. This causes the bottom platform in the pit to rotate to a new position.
6. At this point, you must fight another Precepts Guard or a Georappella.
7. Touch the control panel of blue tower B. The bottom platform in the pit flips to the opposite side. There is now a series of platforms to descend to reach the bottom level of the pit and go through the opening. On the ledge, you will find the chest containing the accessory.

MAP



CONFUSING CORRIDORS

Proceed into the corridor and jump to the chest containing an **Ether (x4)**. Proceed to the next obstacle and climb up the column on the right. Grab a **Remedy (x4)** from the chest at the bottom of the ramp. At the t-shaped intersection, head to the right.



Your party could probably use a little MP refresher, so use these items to regain some.



Stepping on the center square causes the lift to appear.

Run to the edge and step on the center of the three squares. This causes the square to drop away and a lift to appear. Ride the lift across the gap and exit to a balcony where a chest holds a **Downtrodder Garment Grid**.

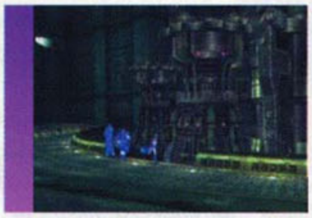


Climb up the side of the column where the glyph is lit.

Return to the t-intersection and head down the next corridor. Climb up either column to trigger a reaction on both sides of the chasm. Now climb the other column from the inside to make a bridge form across the gap.

THE GAOL

At first glance, the giant machine in the next room doesn't exactly look like something that you would want to climb on. However, you can reach some really cool items with a little patience on your part and some teamwork from the Gullwings. Move to where Ormi and Logos are standing, then walk straight backward to find a giant switch on the floor of a lower ledge. Step on the switch to stop the piston. Notice that after the central mechanism stops, the pistons still settle to a certain level. In the future, you don't want to stop the machinery until the pistons have risen or fallen to their levels.

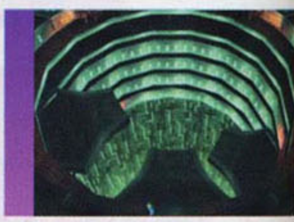


Unraveling the secrets of Bevelle involves solving many environmental puzzles.



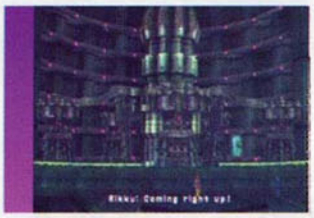
When the piston falls to this position, step on the switch to stop the device.

Walk off the switch, then step on it again (if needed) to get the gaol mechanism rolling. Stay on the ledge and watch the pistons carefully. Wait until one of the pistons rotates into a position directly beside Logos and Ormi. If the piston falls downward so that the top of it is just above the level of the floor where the two Syndicate goons are standing, stop the device.



This puzzle can be mind boggling and challenging. It's all about timing and practice.

Jump from the opening in the circular walk to the piston head, and Yuna will leap to the top of the device. The cinema makes it readily apparent that you cannot climb on the device while it is active. Move toward the side of the machine and descend one of the curved arms. Jump from the piston head to the ledge on the back wall.



Rikku helps stop and start the gaol mechanism when you press the Square button.

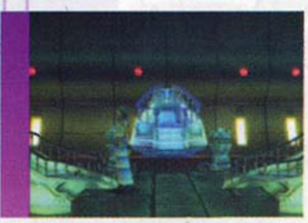
At this point, press the Square button to make Rikku activate the machinery. Watch carefully as the pistons rotate, rise, and fall. When the pistons arrange in a position so that the rear piston on the left is high and the rear piston on the right is at Yuna's level, press the Square button again to make Rikku stop the device. With the pistons in the proper alignment, you can hop onto the machine, climb across to the west side of the room, and reach the treasure chest that contains the **Bloodlust** accessory.

Signal Rikku to start up the machinery again, and wait until the pistons are high enough to reach your current level and low enough to reach the lowest level. Cross the machinery again to the bottom level, then go through the doorway on the lower east level of the room. A chest on a ledge contains a **Wring** accessory.



Another great accessory is found hidden deep within Bevelle.

LIFTS AND LEDGES



Step on the square beside either lift to board it.

The columns at the end of the corridor move aside for the high summoner. At the end of the path are three lifts and two switch pillars. The bluish-colored lift in the center doesn't work yet, so move onto the squares to either side to ride one of the side lifts to the upper level.

Open the chest to score a **Hi-Potion**, then move toward the bottom of the screen to jump off a ledge. Yuna drops back down to the area of the three lifts. With one lift gone, the middle lift now transports Yuna to a hidden ledge. Climb onto the square platform and move to the center. Activating this glyph causes two platforms to rise in the chamber near the Save Sphere. You've just taken the first step toward getting your next dressphere!



Activate the glyphs on these hidden platforms to obtain a dressphere.

Return to the platform where the two lifts are docked, and ride the side lift to the upper level. Move directly across the upper level to the lift docked on the other side, and ride it down to the level below. Now ride the middle lift to another square platform. Climb onto the second square and activate the glyph to raise the remaining two platforms in the other chamber.



With one lift gone, the blue lift takes Yuna to a hidden platform.



The two glyphs on the upper level activate the final lift.

At this point, you're ready to proceed. Return to the upper level and climb onto the raised square platform closest to the screen. A block falls away, unlocking the lift that floats over space. Climb on top of the raised square block nearest the lift, and a short bridge extends over space. Ride the lift to the next level.

Jump across the platforms you raised to the chest suspended over space, which contains the **Dark Knight Dressphere**. Save your game before proceeding, because the path leads to two consecutive boss fights!

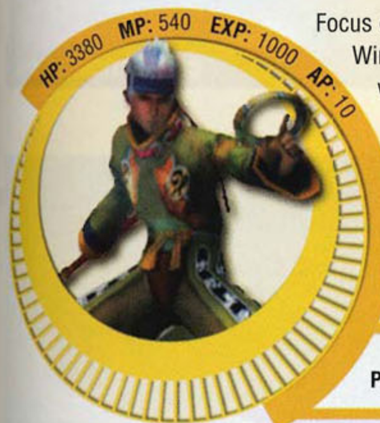


Grab the dressphere from the chest before moving on.

BARALAI BOSS FIGHT



Baralai is one fast customer who attacks one or all party members in quick succession with his long, dual-edged weapon. Although he is susceptible to Poison and Darkness, there seems to be only a very slim chance that he will succumb to the toxin and he continues to hit with extreme accuracy even when blinded.



Focus on raising the speed of the party with Chocobo Wings or the Jitterbug dance of a Songstress. Be warned, however, that Baralai tends to react to the presence of a Songstress by inflicting Stop status on that character. Use a Remedy or Esuna spell to keep a Songstress dancing with the beat. If he can't inflict Stop, Baralai pulls out a gun and fires an explosive bullet that causes lots of damage. A White Mage will be very busy during this battle, but if you can keep everyone healthy and in Haste mode, then a Black Mage can take him down swiftly with a few high-powered spells.

GIL DROPPED: 1300
PILFER GIL: 2000

STEAL: Normal: Charm Bangle Rare: Charm Bangle
DROP: Normal: Pearl Necklace Rare: Pearl Necklace

BAHAMUT BOSS FIGHT





One character must be a White Mage throughout this battle for the group to recover with efficiency from Impulse and the other powerful attacks of Yuna's former aeon. Hit Bahamut with your strongest Black Mage spells and attacks, and cure Curse status with Holy Waters or Esuna. Once a countdown appears on-screen, you have only five turns to heal your characters to full health and prepare for Bahamut to fire Mega Flare.



If you cannot defeat Bahamut before it fires Mega Flare, use a Mega Phoenix just as the aeon gets ready to attack. If you issue the command with the proper timing, the item will be used even if your entire party perishes. However, don't rely on this trick and instead cast Haste on your entire party with a Chocobo Wing or a Songstress's Jitterbug dance. Act quickly to try and eliminate Bahamut with your strongest spells and attacks before the insanely powerful creature gets to use its most devastating attack.

GIL DROPPED: 1000
PILFER GIL: 2200

STEAL: Normal: Mute Shock Rare: Mute Shock
DROP: Normal: Gris-Gris Bag Rare: Gris-Gris Bag

AIRSHIP CELSIUS

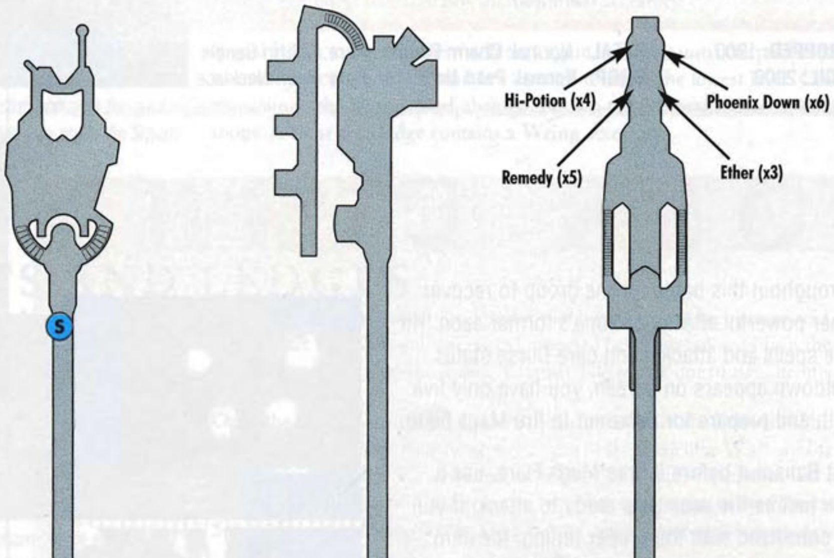


COMPLETION: +0.8%

ITEM CHECKLIST

Phoenix Down (x6)	Remedy (x5)
Ether (x3)	Hi-Potion (x4)

MAPS



THE SCOURGE OF FIENDS

When fiends suddenly manifest in all the old temples, the girls decide to give up sphere hunting for a while to focus instead on protecting the citizens of Spira. Hotspots appear on the navigation map at Besaid Island and Kilika. If you gave the stolen sphere to the Youth League at the start of Chapter 2, Mushroom Rock Road will also be a Hotspot. However, if you sided with New Yevon, then there is extra business to take care of at Bevelle. When both the Kilika and Besaid missions are complete, the last mission of Chapter 3, at Djose Temple, becomes a Hotspot. Accumulate a few extra fractions of a percentage point by visiting Djose *before* it becomes a Hotspot.



Be sure to visit every other location in Spira to gather minor completion points before heading to Kilika, Besaid, and then to Djose thereafter.

Chapter 3 is the turning point of the game, as the fiends in every area become much more difficult. Many monsters now inflict instant KO or multiple status ailments. Make sure your characters are equipped with the best gear possible before proceeding. The shops sell better items, and you can even purchase Hi-Potions at most locations. If O'aka is onboard the ship and his debt is paid, he will leave and head for the Travel Agency at Lake Macalania.

WATCHER ALERT!

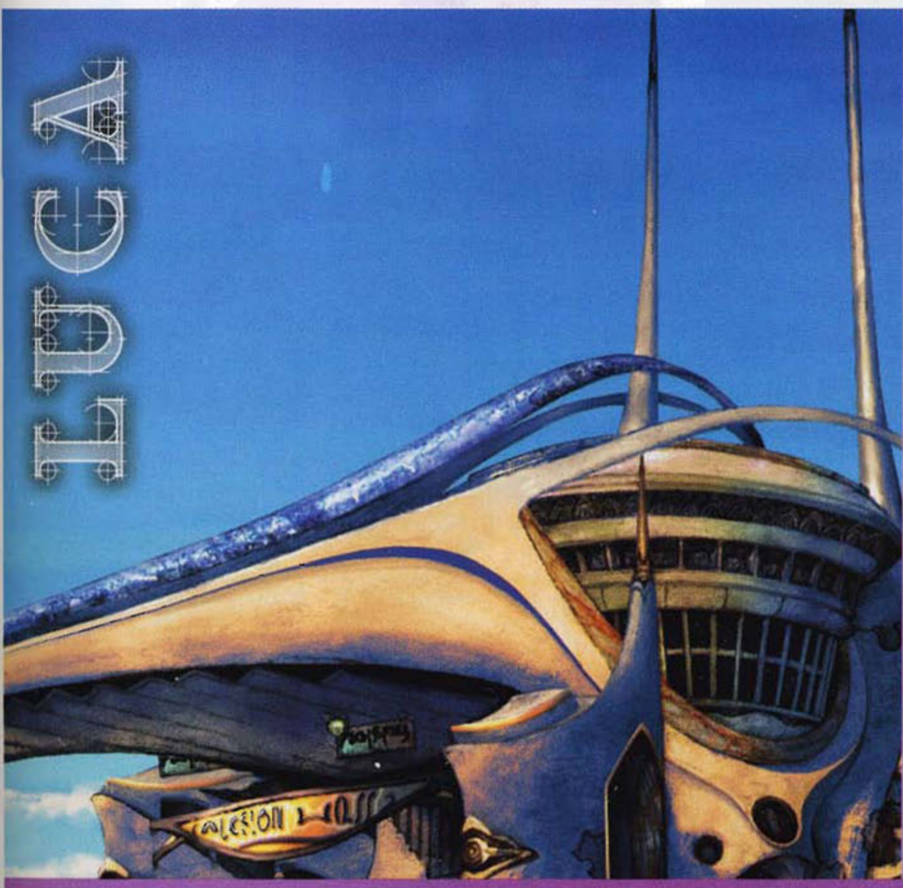


In many random battles, starting in Chapter 3, small enemies called Watchers appear alongside other fiends and foes. Watchers can cast magic attacks, but their function serves a far more sinister purpose. Throughout Chapters 3 and 4, Watchers will record your actions and report them to a particular boss encountered later in the game. Any action you take or any ability used in the presence of a Watcher may get locked out during this crucial and difficult battle. For this reason, it's important to eliminate Watchers before all other opponents, using only regular physical attacks.

THE GULLSTORE (CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

LUCA



ACTION CHECKLIST

1



Enter the Sphere Break tournament.

2



Challenge and defeat three players to qualify.

3



Defeat the master Sphere Break player to win the tournament.

COMPLETION: +0.8%

ITEM CHECKLIST

Lunar Curtain (x3)	Bird Coin (x5)	Ahriman Coin (x5)
Reptile Coin (x5)	Wasp Coin (x5)	Lady Luck Dressphere

THE SPHERE BREAK CHALLENGE

Upon entering Luca, the Gullwings enter the Sphere Break tournament. You must defeat three players to qualify. If you are defeated three times, you are disqualified.

Save your game before challenging any players, and also save each time you defeat an opponent. If you fail to defeat the Sphere Break champion, you can still acquire the dressphere later in Chapter 5. The champion's core sphere is so tricky that it will probably take a couple of attempts to beat him.



The easiest players to defeat include a guy in green and brown walking randomly around the square…



…an old person sitting on the bridge between the square and the stadium…



…and an intimidating woman in blue standing just inside the Blitzball dome.

TAKING DOWN THE CHAMP

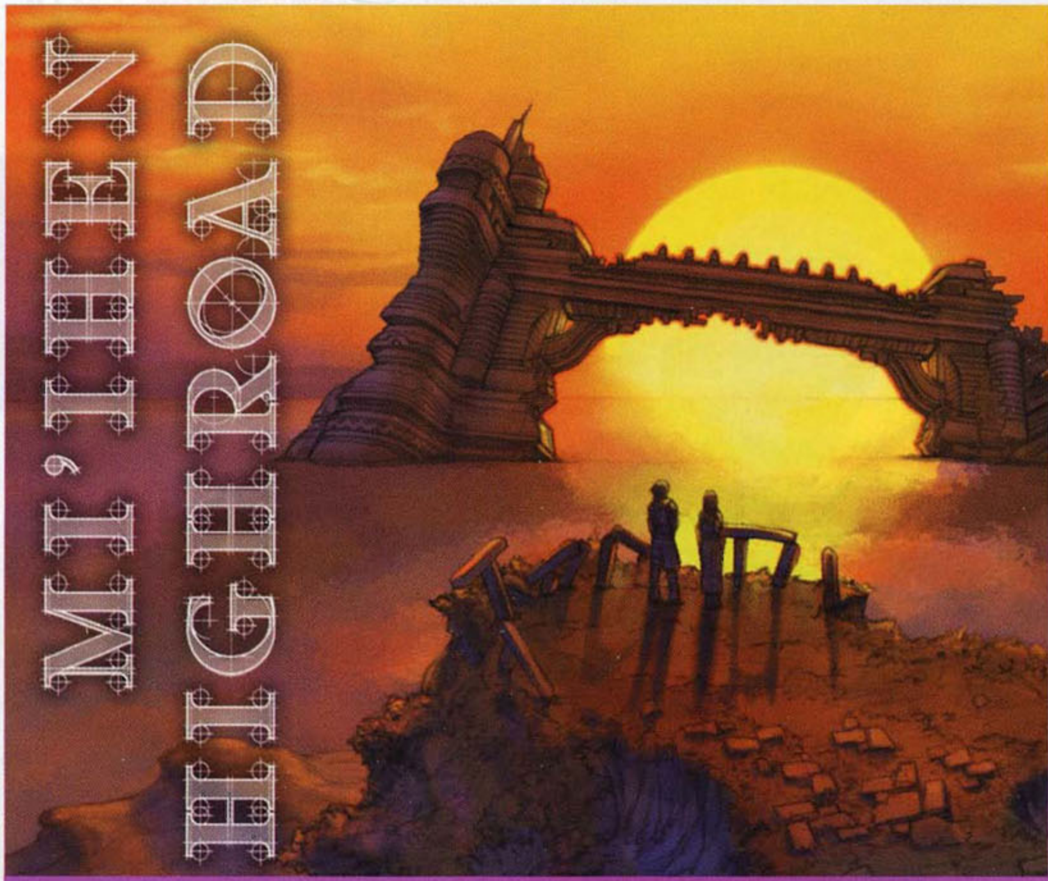
Upon winning your third match against any of the challengers positioned around Luca, you proceed directly to the championship round. The champ's core sphere has an extremely high quota of 50 coins, with only 45 seconds per round. The key to defeating the champ is to rack up a high "Echo Bonus." Complete a core using two or three coins, then continue to make core breaks using the same number of coins used in the previous turn to achieve an "Echo Bonus." This way, the number of coins in subsequent rounds is multiplied by 2, 3, 4, 5, 6, etc. For example, even if you core break with only 3 coins but you achieve an Echo Bonus for five consecutive turns, your total is multiplied to count as 6, 9, 12, and then 15 coins. After five rounds of 3 core breaks, you've already fulfilled the quota! The champ's core has a strong tendency to throw a 1, which means that any coin you pick during that turn will core break and end your Echo Bonus streak. If this occurs during the 14th or 15th round, start breaking the core with as many coins as possible.



Defeat the champ to receive the ***Lady Luck dressphere****.*

SHINRA'S ITEM

By using coins with the "Item" or "Rare" traits, you can occasionally gain an item from the person you are playing. In Shinra's case, you may win the ***Treasure Hunt Garment Grid*** *(with some luck), which allows the user to perform the Mug ability during combat. With this Garment Grid equipped, any character can steal normal or rare items without equipping the Thief dressphere!*



ACTION CHECKLIST

1



Run toward citizens in peril and destroy the machina attacking them.

2



After defeating 13 sets of machina, the Gullwings collect a sizable reward!

COMPLETION: +0.6%

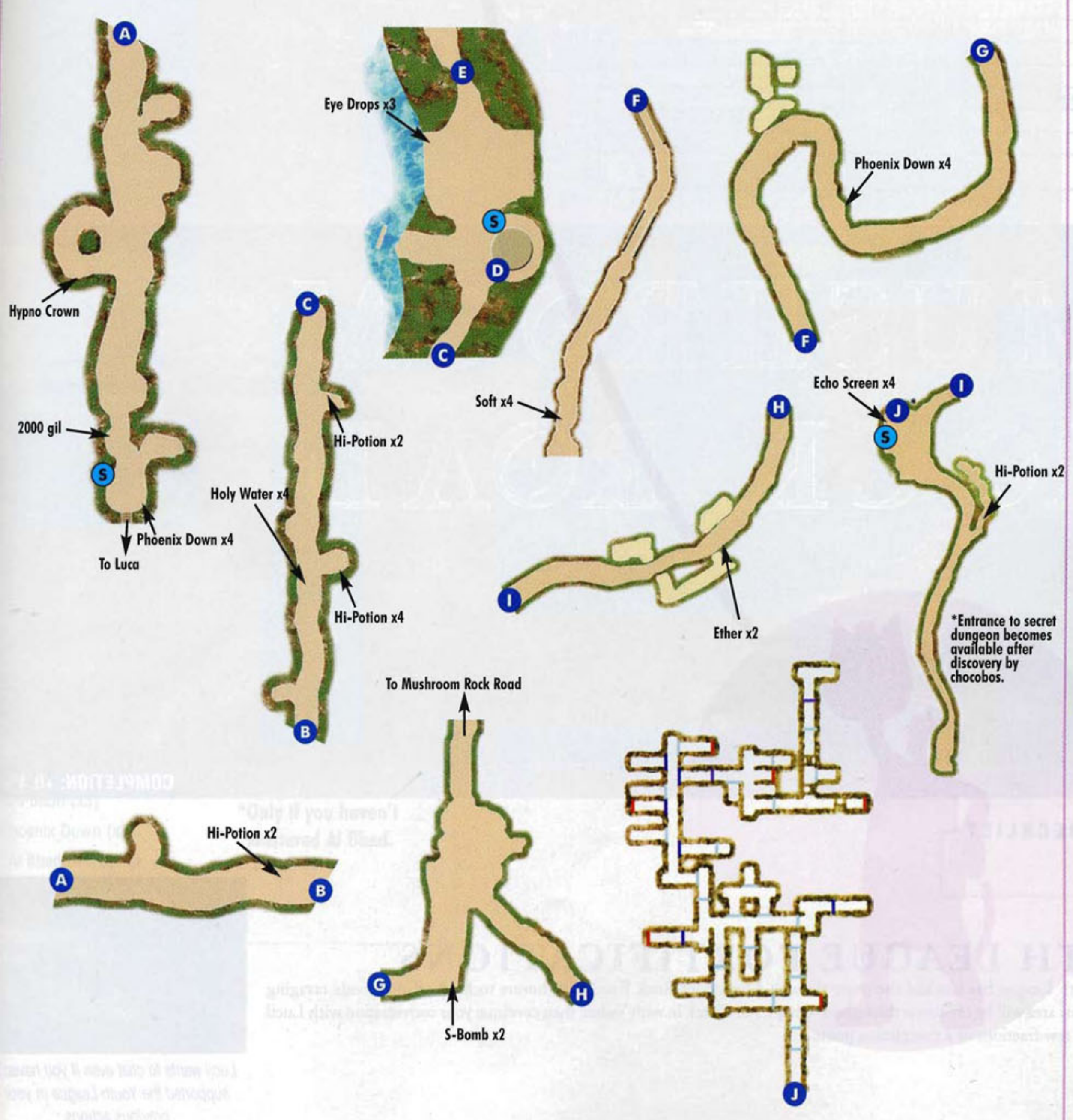
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CEPHALOTUS	1830	1	62	Echo Screen x2	Echo Screen x2
FLAN ROJO	1220	1	125	Bomb Core	Bomb Core
MACHINA RANGER	2490	1	22	S-Bomb	Darkness Grenade
MYCOTOXIN	810	1	83	Antidote x2	Antidote x2
PEREGGRINE	735	1	44	Hi-Potion	Hi-Potion
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down x2
SCOUT MACHINA	3444	1	48	S-Bomb	S-Bomb
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion
ZU	9338	1	164	Phoenix Down	Phoenix Down x2

ITEM CHECKLIST

- Phoenix Down (x4)
- 2000 gil
- Hypno Crown
- Hi-Potion (x2)
- Holy Water (x4)
- Hi-Potion (x4)
- Hi-Potion (x2)
- Eye Drops (x3)
- Soft (x4)
- Phoenix Down (x4)
- Ether (x2)
- 10000 gil Ⓔ
- Undying Storm Garment Grid Ⓔ
- Echo Screen (x4)
- Hi-Potion (x2)
- S-Bomb (x2)

MAPS



Although the Mi'ihen Highroad is not affected by the fiend invasion occurring all across Spira, the machina that usually protect travelers on the road have suddenly and inexplicably gone out of control. The Gullwings must run the full length of the highroad and descend into the gorge, defeating sets of rampant machina that are attacking the pedestrians. Sets of machina encountered in random battles do *not* count; only those destroyed in battles triggered by running toward pedestrians in trouble count toward the quota.



Machina such as this require that you leap to high ledges to rescue the civilians.



The Agency is thankful even if you do nothing.

However, there is also a team of skilled Al Bhed that is dismantling the rampaging machina. It is not required that you destroy more machina than the Al Bhed; in fact, you don't have to lift a finger, but in doing so you will miss out on a key item. Even if you do not destroy a single machina during this mission, a **10,000 gil** reward and the **Undying Storm Garment Grid** is turned over to the Gullwings regardless. But if you're feeling competitive, you can outfight the Al Bhed by not collecting any items along the route. Complete the mission, then return to Mi'ihen a second time and travel the highroad once again to collect items.

STARTING CHAPTER 3

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Titanium Bangle	3000
Gold Bracer	4000
Muscle Belt	4000
Circlet	4000



MUSHROOM ROCK ROAD

COMPLETION: +0.4%

ITEM CHECKLIST

2000 gil

YOUTH LEAGUE FORTIFICATIONS

The Youth League has blocked the route through Mushroom Rock Road with hovers to hold off the fiends ravaging Spira. This area will be off-limits throughout Chapter 3. Check in with Yaibal, then continue your conversation with Lucil to gain a few fractions of a completion point.



Lucil wants to chat even if you haven't supported the Youth League in your previous actions.

DJOSE TEMPLE



COMPLETION: +0.2%

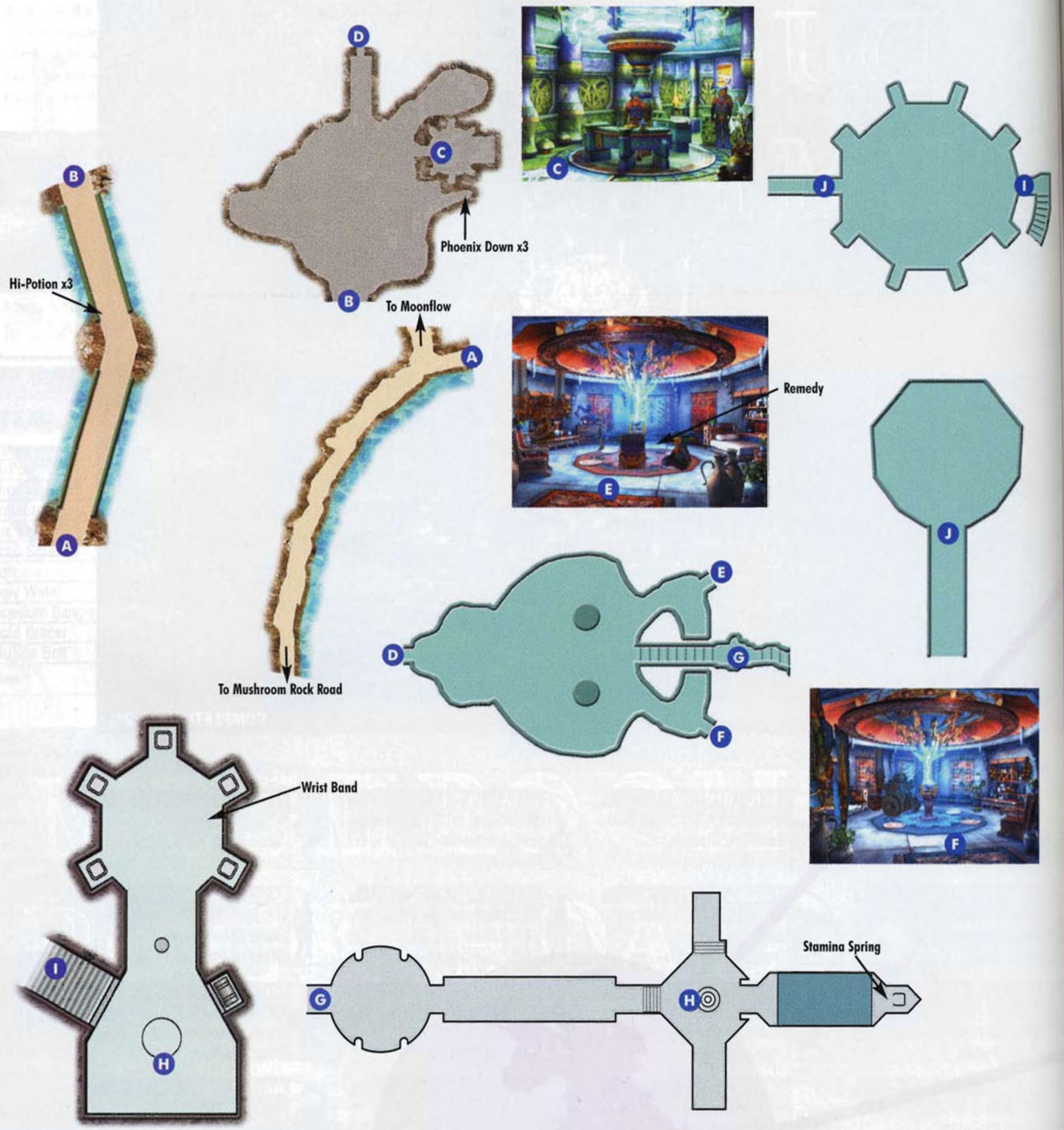
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
AGAMA	133	1	16	Hi-Potion	Antidote
ARCHAEOTHYRIS	1332	1	110	Eye Drops x2	Eye Drops x2
ASSASSIN BEE	233	1	48	Antidote	Antidote
CHOCOBO	3890	0	0	None	None
GOLD ELEMENTAL	99	1	25	Electro Marble	Electro Marble
GREATER DRAKE	1819	1	140	Fire Gem	Fire Gem
LEAGUE MAGE	1020	1	130	Ether	Hi-Potion
LEAGUE RAIDER	293	1	130	Phoenix Down	Hi-Potion
LEAGUE RANGER	230	1	80	Phoenix Down	Potion
LEAGUE TROOPER	244	1	60	Grenade	Grenade
LEAGUE WARRIOR	422	1	120	Hi-Potion	Hi-Potion
RUKH	12850	1	530	Phoenix Down x2	Phoenix Down x2
SKINK	882	1	78	Hi-Potion	Hi-Potion
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion

ITEM CHECKLIST

- Hi-Potion (x3)
- Phoenix Down (x3)
- *Al Bhed Primer E
- Wrist Band
- Remedy

***Only if you haven't mastered Al Bhed.**



CHECKING UP ON THE MACHINE FACTION

If you proceed up the Djose Highroad from Mushroom Rock Road, go ahead and pay the Al Bhed near the entrance to drive the Gullwings up the path on a hover. A fiend called Rukh attacks pedestrians with some frequency along the high-road. Unless all of your characters are protected against Petrification, this monster could easily slay your entire party and end your game. In addition, if you sided against the Youth League, then a variety of their soldiers will attack throughout this region.



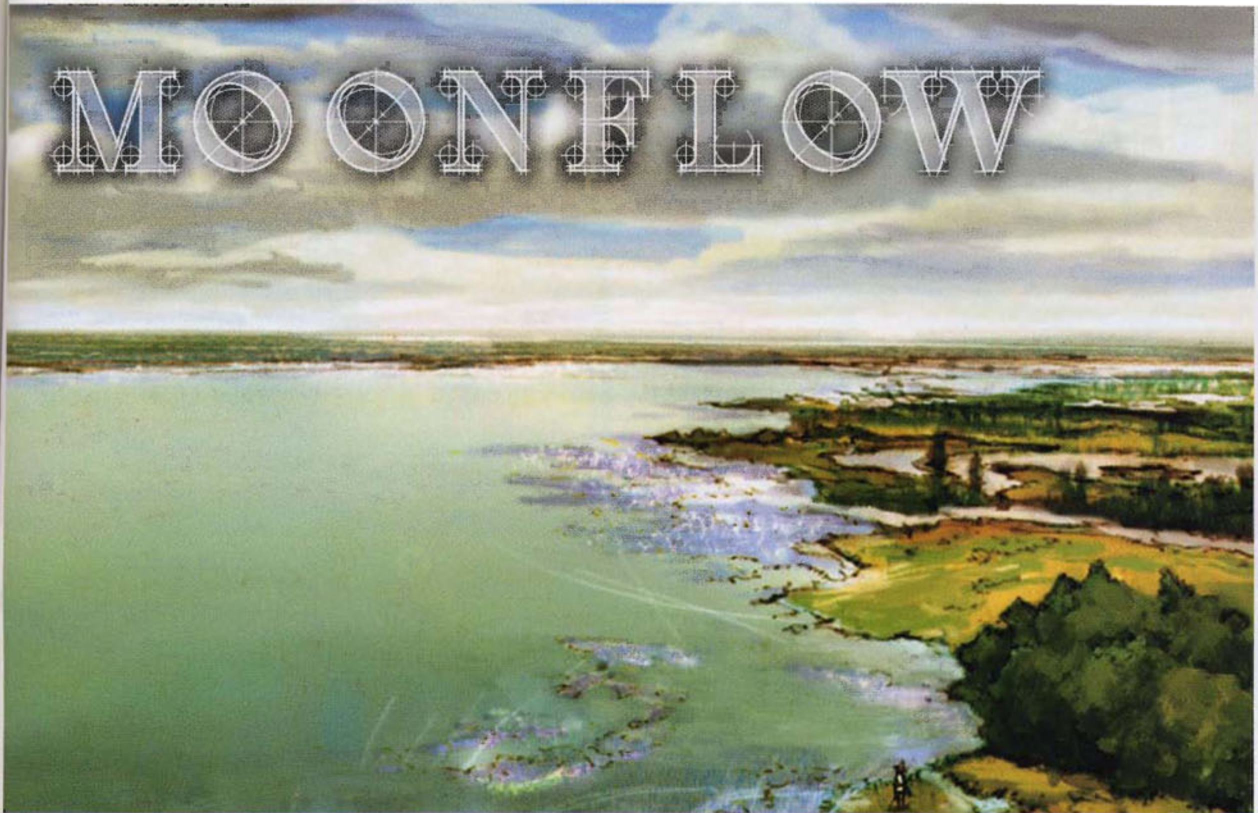
Rukhs will take advantage of unprotected characters by inflicting Petrification.

At the temple, speak to Gippal standing just outside the building to obtain an **Al Bhed Primer** and a few fractions of a completion point. While the Machine Faction leader is confident and in control for now, the situation here will deteriorate near the end of Chapter 3.



Stop by the Machine Faction HQ at Djose Temple to hear Gippal boast confidently.

MOONFLOW



COMPLETION: +0.2%

WANDERING FIENDS

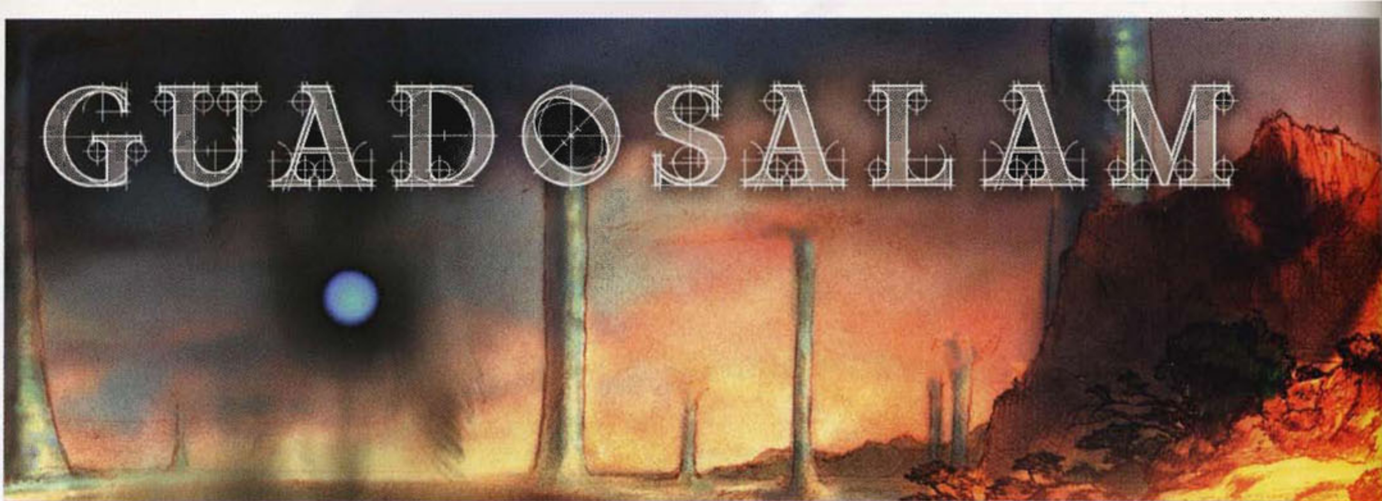
Fiend	HP	AP	Gil	Steal	Drop
AGAMA	133	1	16	Hi-Potion	Antidote
ARCHAEOTHYRIS	1332	1	110	Eye Drops x2	Eye Drops x2
BALIVARHA	3688	1	230	Hi-Potion x2	Fire Gem
BANDIT	132	1	30	Budget Grenade	Potion
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
BLACKGUARD	760	1	42	Phoenix Down	Potion
CHOCOBO	368	0	0	None	None
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
PROTOCHIMERA	420	1	120	Potion	Potion
SHELL SHOCKER	4700	1	780	Iron Bangle	Black Ring
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion

CAN'T KEEP A TUNE

Speak to Tobli near the bandwagon to get a few fractions of a completion point. Even with the musicians from Macalania Woods, the show isn't going well. However, there's nothing that can be done at this point.



Tobli's show is currently a bomb and debt collectors are looking for him in Guadosalam.



GUADOSALAM

ACTION CHECKLIST



1. *Check in with the Syndicate.*



2. *Try to cheer up Leblanc.*



3. *Meet Logos in his room for a little "screening."*



4. *Receive history lessons from Maechen.*

COMPLETION: +2.0%

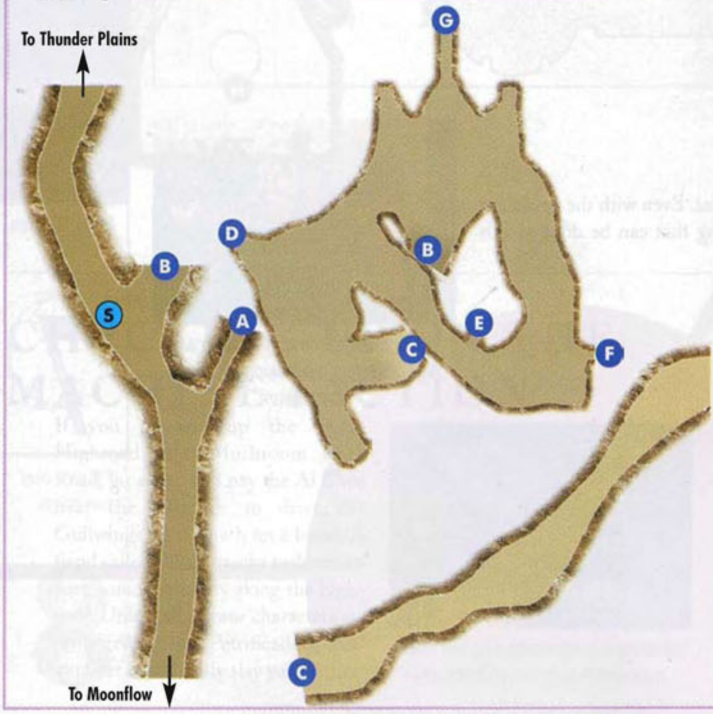
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ARCHAEOTHYRIS	1332	1	110	Eye Drops x2	Eye Drops x2
BASCINET	1342	1	110	Hi-Potion	Hi-Potion
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down x2

ITEM CHECKLIST

- Logos's Sphere (E)
- Ormi's Sphere (E)
- Gaol Sphere
- Tetra Band
- Crimson Sphere 4

MAPS

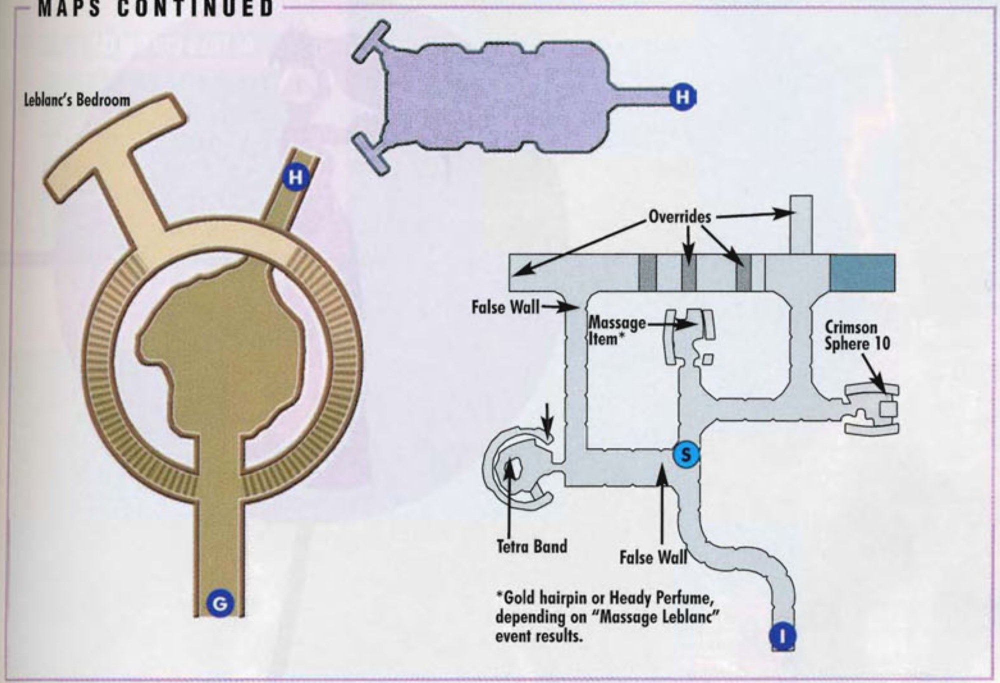












Speak to Logos and Ormi in the living room on the first floor, then head upstairs and try to talk to Leblanc. Confer with her henchmen again downstairs, and agree to meet in Logos's room. Head into the secret passage, which is still inhabited by fiends. Return to the room with Logos's guns decorating the wall above the bed to have him join you there. After viewing **Logos's Sphere** and **Ormi's Sphere**, move to the nightstand to the right side of the bed and examine the **Gaol Sphere**. Maechen then appears in the room. After the scene, speak to Maechen again to explore Spira's history further.



*Pick up the **Gaol Sphere** on the bookshelf.*

FURTHER CHATEAU PLUNDERS

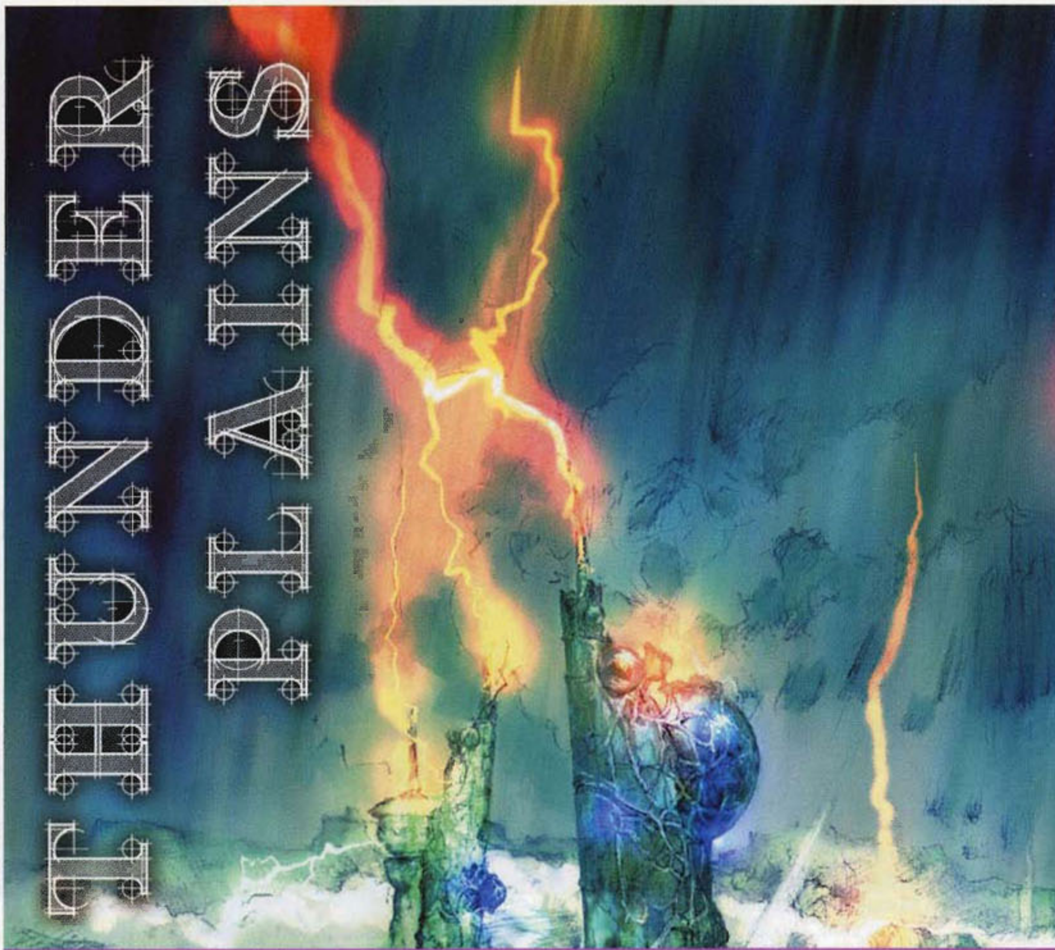
Before leaving the secret corridor, enter the room with the circular door where you fought the Syndicate trio during Chapter 2. The chest in the back of the room contains a **Tetra Band**. Against the top wall is a crate that Yuna can climb onto. From there, climb up to a partially hidden ledge that runs around the outside of the room. Follow this semi-circle to a chest containing **Crimson Sphere 4**. Return to the Celsius and view Crimson Record 4 from Shinra's list of Treasure Spheres.



Climb up the crate against the side of the room, then climb up and explore the ledge above to find a hidden treasure sphere.

GUADOSALAM SHOP (CHAPTER 3 ONLY)

ITEM	COST
Potion	50
Antidote	50
Eye Drops	550
Echo Screen	50
Soft	50
Holy Water	300
Gris-Gris Bag	4000
Favorite Outfit	4000
Regen Bangle	3000
Wall Ring	10000
Dream Shock	15000
Venom Shock	15000



ACTION CHECKLIST



Advise Lian and Ayde

COMPLETION: +0.2%

WANDERING FIENDS



ANOLE
HP: 734 AP: 1 Gil: 70
Steal: Hi-Potion
Drop: Hi-Potion



ARMET
HP: 788 AP: 1 Gil: 74
Steal: Lunar Curtain
Drop: Light Curtain



ASSASSIN BEE
HP: 233 AP: 1 Gil: 48
Steal: Antidote
Drop: Antidote



BARBUTA
HP: 562 AP: 1 Gil: 33
Steal: Lunar Curtain
Drop: Light Curtain



BOLT DRAKE
HP: 623 AP: 1 Gil: 130
Steal: Lightning Marble
Drop: Hi-Potion



CHOCOBO
HP: 360 AP: 0 Gil: 0
Steal: None
Drop: None



GEMINI
HP: 2044 AP: 1 Gil: 153
Steal: Lunar Curtain x2
Drop: Light Curtain x2



GUCUMATZ
HP: 3720 AP: 1 Gil: 173
Steal: Soft (x2)
Drop: Soft (x2)



MALBORO
HP: 5877 AP: 1 Gil: 370
Steal: Hi-Potion
Drop: Remedy (x2)



WATCHER-A
HP: 624 AP: 1 Gil: 0
Steal: Potion
Drop: Potion



WATCHER-R
HP: 620 AP: 1 Gil: 0
Steal: Potion
Drop: Potion



WATCHER-S
HP: 620 AP: 1 Gil: 0
Steal: Potion
Drop: Potion

ITEM CHECKLIST

- Echo Screen (x5)
- Hi-Potion (x2)
- Safety Bit
- Phoenix Down (x3)
- Dark Grenade (x2)
- Ether (x3)

MAPS



RELUCTANT ACQUIESCENCE

If during your visit to Zanarkand you expressed displeasure to Cid in the underground chamber of the fayth, you can find him on the Thunder Plains. Speak to him again if you desire.



If Cid is doing his thinking on the Thunder Plains, he's ready to apologize.

HOW DO LIAN AND AYDE REPAIR THE ELDER'S HORN?

In the second section of the Thunder Plains, move under the old lightning shelter to find the two Ronso children, Lian and Ayde. The youths now want advice on where they might find a way to fix Kimahri's broken horn. The choices are Djose Temple, the Moonflow, and Kilika Island. The location you suggest does not affect your game much, except that the two young Ronso will appear in the location of your choice during Chapter 4.

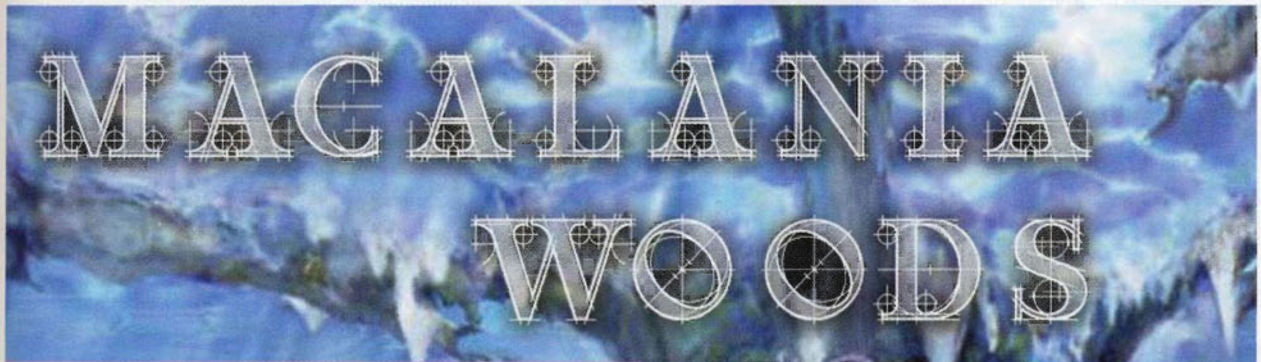


The Ronso youngsters need advice on where to find clues to repairing a lost horn.

THUNDER PLAINS TRAVEL AGENCY

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Lightning Gleam	3000
Yellow Ring	3000
NulShock Ring	8000

MACALANIA WOODS



ACTION CHECKLIST

1. 
Defeat the fiends attacking the Travel Agency by the lake.

2. 
Learn the fate of the Al Bhed shopkeeper.

COMPLETION: +0.8%

WANDERING FIENDS

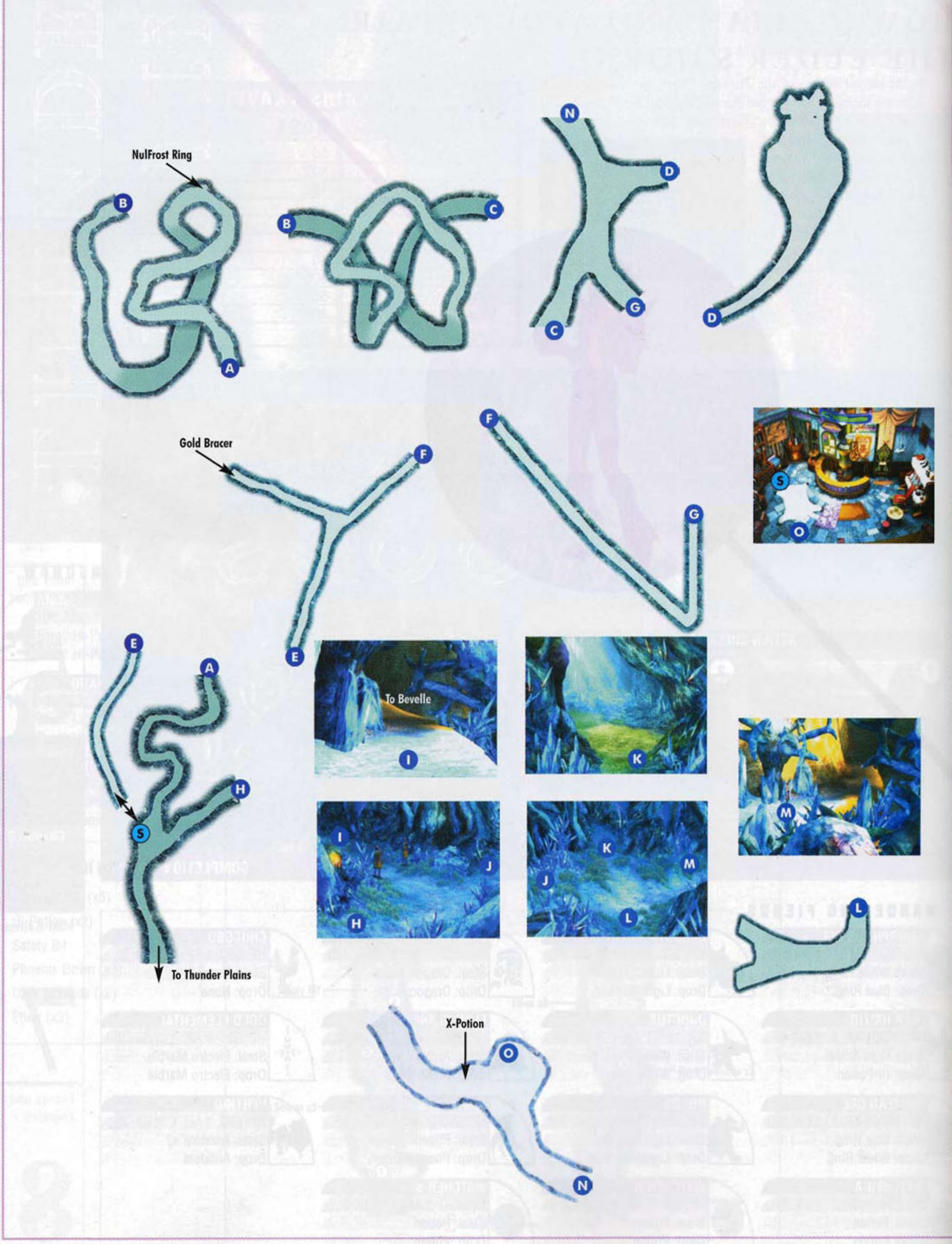
Fiend	HP	AP	Gil	Steal	Drop
AMORPHOUS GEL	973	1	380	White Ring	Blue Ring
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
CHOCOBO	360	0	0	None	None
DEEP HAIZHE	1030	1	40	Gold Anklet	Hi-Potion
DINICTUS	1873	1	88	Water Gem	Water Gem
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
GOLD ELEMENTAL	99	1	25	Electro Marble	Electro Marble
PROTEAN GEL	6680	1	380	Blue Ring	White Ring
RHYOS	4360	1	310	Lightning Gem	Lightning Gem
TENTACLES	2530	1	95	Phoenix Down	Phoenix Down
VERTIGO	688	1	36	Antidote x2	Antidote
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion

ITEM CHECKLIST

- NulFrost Ring
- Gold Bracer
- Pride of the Sword Garment Grid
- Berserker Dressphere
- *Al Bhed Primer
- X-Potion

***Only if you haven't mastered Al Bhed.**

MAPS



ICE LAKE RESCUE

Make sure you've paid off O'aka's debt before taking on this mission. Head to Lake Macalania via the shimmering path shortcut. The Travel Agency has been overrun by fiends. The goal is to defeat six sets of fiends without a break in between. When fighting groups with Rhyos enemies, give it all you've got. While fighting lesser foes like Barbuta and Flan Blancos, remember to heal with spells or items before finishing the battle. This approach should keep your characters healthy throughout this series of battles.



Between each battle, choose fight or flight.



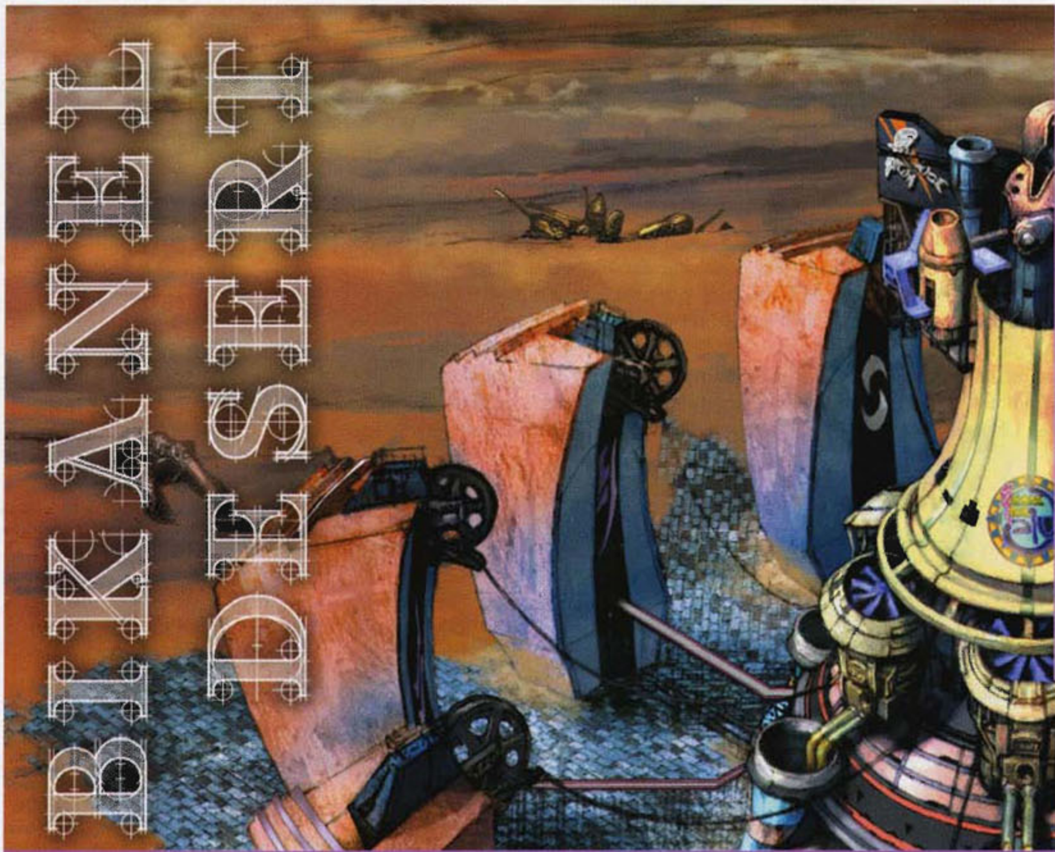
In spite of the Gullwings' efforts, it's too late for the Al Bhed shopkeeper. Still, he's very grateful for their attempt.

After defeating all six sets, the Al Bhed inside the agency gives up the **Berserker Dressphere** and an **Al Bhed Primer**. If O'aka's debt is paid, he enters the agency, laments, and vows to set up his own shop here once again. His shop will sell some of the best accessories in all of Spira, but not until Chapter 5! For the remainder of Chapter 3, this shop remains closed. If, however, you have not paid off O'aka's debt or found him digging in Bikanel Desert, the Travel Agency at Macalania will reopen during Chapter 5 under Al Bhed management with only a normal list of items and accessories.

GREAT GRID!

*The **Pride of the Sword Garment Grid**, awarded for defeating the fiends outside the Travel Agency, is a fantastic addition to any character who has mastered, or nearly mastered, the Warrior dressphere. With the Pride of the Sword equipped, a character can perform all the Warrior's Swordplay abilities they've learned, no matter what dressphere is currently equipped.*

BIKANEL DESERT



ACTION CHECKLIST

1

Nhadala assigns the Gullwings to accompany Benzo to the Cactuar Nation.

2

Speak with Marnela the cactus to learn of the 10 gatekeepers.

COMPLETION: +0.4%

WANDERING FIENDS

	Fiend	HP	AP	Gil	Steal	Drop
	ACULEATE	776	1	72	Echo Screen (x2)	Echo Screen (x2)
	ANGRA MAINYU	333444	30	5000	Megalixir	Ribbon
	AQUILA	1897	1	55	Hi-Potion	Hi-Potion
	BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
	CANIS MAJOR	943	1	67	Hi-Potion	Hi-Potion
	CHOCOBO	3890	0	0	None	None
	GIGAS	2290	1	180	Hi-Potion	None
	GUARD MACHINA	2460	1	40	Budget Grenade	Budget Grenade
	GUCUMATZ	3720	1	173	Soft (x2)	Soft (x2)
	HRIMTHURS	552	1	44	Phoenix Down	Phoenix Down
	KILLER HOUND	202	1	18	Potion	Potion
	MACHINA HUNTER	1780	1	30	Budget Grenade	Budget Grenade
	POP FRY	4293	1	100	Sleep Grenade	Sleep Grenade
	SAND WORM	12722	1	340	Phoenix Down	Mythril Bangle
	WATCHER-A	624	1	0	Potion	Potion
	WATCHER-R	620	1	0	Potion	Potion
	WATCHER-S	620	1	0	Potion	Potion
	ZU	9338	1	164	Phoenix Down	Phoenix Down (x2)

EMISSARIES TO THE CACTUARS

Nhadala has another special assignment for the Gullwings. Marnela of the Cactuar Nation has summoned a diplomatic party and translator. Your job is to escort the translator, Benzo, to the Cactuar Nation and speak to the cacti growing there. When asked if you believe Marnela's story, you must agree that it "makes perfect sense" or things will not progress.

Afterward, you learn that a great menace is about to resurface in the desert. The cacti need you to search Spira and find 10 Cactuars who serve as the gatekeepers that can summon the Great Haboob.


Marnela the cactus requires some reassurance that you're going to take her seriously.

To start the search, look at the on-screen map. Marnela's position is marked with a pink "X." Speak with her again if you need further instruction. The cactus a short distance away is marked with a green square, so speak to it to learn clues that will help you find the first of the 10 gatekeepers. Once you find the gatekeeper and bring it back to its mother, another cactus in the area will awaken and begin to divulge clues as to another gatekeeper's whereabouts. During Chapter 3, you can only find the first six Cactuars. Subsequently, the remaining Cactuar's locations and full information for completing this mission can be found in the Chapter 5 portion of the walkthrough.



Cactuar Mothers awaken to provide clues to the 10 gatekeepers' whereabouts. More details are covered in Chapter 5, when you can find all 10 Cactuar critters.

New digging areas include the Eastern Expanse and the Northern Expanse. A strange thing may occur in the Eastern Expanse. If you spot a green "X" on the on-screen map, you'll find a pile of machina in the sand. Unfortunately, the drones come to life and attack in waves. Eventually, the girls give up and it counts as a failed dig. The Northern Expanse is haunted by the Zu creatures. Before you can begin an excavation here, you *must* fight one of these creatures.



Powerful Zu enemies protect the Northern Expanse from greedy diggers.



A caravan of strange characters can be found at the Oasis selling cool accessories.

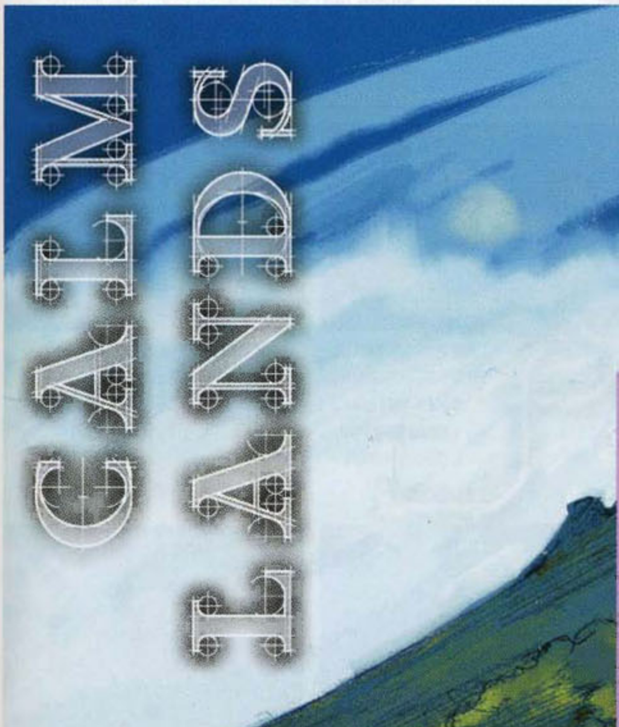
BIKANEL DESERT MERCHANT (STARTING CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Fiery Gleam	3000
Red Ring	3000
NulBlaze Ring	8000

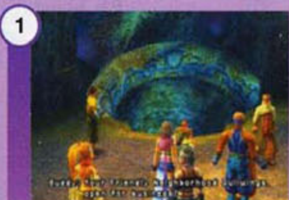
BIKANEL DESERT OASIS CARAVAN

ITEM	COST
Black Choker	4000
Potpourri	4000
Gris-Gris Bag	4000
Pearl Necklace	4000
Pretty Orb	4000
Dragonfly Orb	4000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000

CALM LANDS



ACTION CHECKLIST



Agree to rescue the tourists trapped in the gorge cave.



Rescue tourists one at a time or en masse.



Lead the victims to the cave entrance to receive prizes or thanks.



Activate the teleport pads to rescue the last two tourists.



Teleport to the Chamber of the Fayth to confront a tricky aeon.

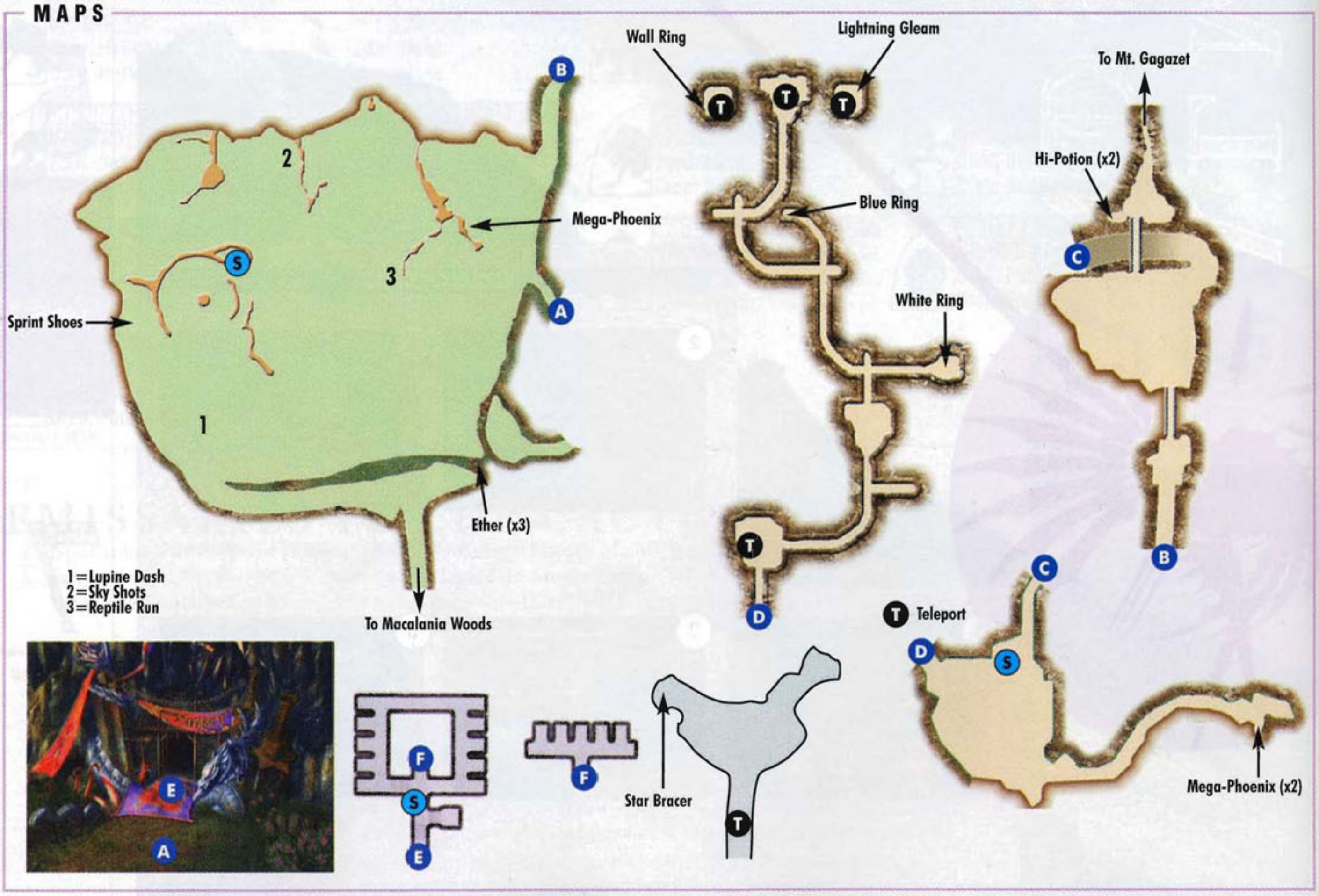
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ADAMANTOISE	7850	1	650	X-Potion	Hi-Potion (x4)
AMORPHOUS GEL	973	1	380	White Ring	Blue Ring
ARMET	788	1	74	Lunar Curtain	Light Curtain
BALIVARHA	3688	1	230	Hi-Potion (x2)	Fire Gem
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
CHOCOBO	368	0	0	None	None
DAEVA	3230	1	90	Farplane Shadow	Phoenix Down
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
FLAN ROJO	1220	1	125	Bomb Core	Bomb Core
GRIM GAZE	1720	1	130	Phoenix Down	Phoenix Down
HAUNT	813	1	120	Arctic Wind	Water Ring
LEUCOPHYLLA	2234	1	86	Hi-Potion	Remedy
PAIRIKA	1130	1	100	Lightning Marble	Stamina Spring
PEREGRINE	735	1	44	Hi-Potion	Hi-Potion
PROTEAN GEL	6680	1	380	Blue Ring	White Ring
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
RHYOS	4360	1	310	Lightning Gem	Lightning Gem
SKINK	882	1	78	Hi-Potion	Hi-Potion
TOMB	4820	1	130	Remedy	Remedy
VESPA	983	1	78	Echo Screen (x2)	Antidote
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion
WILD WOLF	185	1	12	Potion	Potion
ZURVAN	583	1	70	Dispel Tonic	Hi-Potion
YOJIMBO	22000	15	1500	Power Wrist	Recovery Bracer

ITEM CHECKLIST

- Ether (x3)
- Sprint Shoes
- Mega-Phoenix
- Hi-Potion (x2)
- Mega-Phoenix (x2)
- White Ring
- Blue Ring
- Lightning Gleam
- Wall Ring
- Besaid Key
- Tetra Master Garment Grid
- Star Bracer

MAPS



TIME TO RAISE CHOCOBOS!

When entering the Calm Lands via the airship, there's a possibility of two entry points. This entry point depends on if you completed the side quest to establish Clasko at the Chocobo Ranch. If you head to the Chocobo Ranch and Clasko isn't in the first room on the right, use the small Chocobo toy to call him back. If you ask him, Clasko will fill the party up on Gysahl, Pahsana, and Mimett greens. If you have caught any chocobos, you can raise some of them (in level) by feeding them various greens depending on what level chocobo you are trying to raise. You can also dispatch chocobos to find items for your party.



The Chocobo Ranch becomes an even more fun place to play during Chapter 3.

CALM LANDS TRAVEL AGENCY (STARTING CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Titanium Bangle	3000
Gold Bracer	4000
Power Wrist	6000
Tarot Card	6000

TOURIST TRAP

The other mission in this area is far more serious and tricky. Fiends are pouring out of the cave at the bottom of the gorge in the Calm Lands. There are 15 tourists trapped inside the cave. By accepting this mission, you must try and find all 15 tourists from their hiding spots and lead them to the cave entrance. However, in spite of the danger they face, the tourists all have pet peeves about group size and being in certain places in line! If your group gets too big before speaking to certain individuals, they will refuse to join the group. You can either lead the individuals out one at a time, or you can take them all out of the cave simultaneously by rescuing them in the order shown here.



1. Proceed through the tunnel into the next large chamber. Rescue the person wearing brown who's on the cave floor.



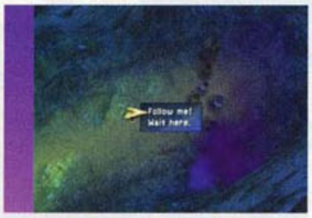
2. Continue north and rescue the woman in blue recuperating in the small alcove. From here, head down the tunnel to the left.



3. Take the next left, follow the curving tunnel to the next intersection, and take another left. Search the seemingly empty chamber to find a person hiding around the corner.



4. Head back toward the starting point. At the previous intersection, continue east into a small alcove and rescue the person standing there.



5. Lead the group back toward the entrance of the cave. In the curving corridor just before the cave entrance, go down the passage on the right and rescue the person who is running frantically in circles.



6. Follow the tunnel north back to the second large cave, where a man in white pants is attempting to catch his breath. Rescue him and continue north in the cave.



*7. At the first intersection to the north, head left. At the next intersection, continue north to find two people crouched near a chest containing a **Blue Ring**. This couple must be rescued together.*



8. Proceed to the northernmost chamber and rescue the two children hiding at the top. Lead this massive group back toward the entrance.



*9. In the small cave to the east of the first 4-way intersection from the entrance, locate a person and two children near a chest containing a **White Ring**. Lead all of these survivors out to the exit and to safety.*

TELEPORT RESCUES

After escorting 13 people out of the cave, two remain. The tourists who are grateful hand over Energy Cores that power the teleportation pads at the entrance and in the last chamber. One man even relinquishes the **Besaid Key**.



The Besaid Key is an item that unlocks a mysterious side quest on Yuna's home island.



If you can't figure out how to reach the two remaining victims inside the cave, speak to the gentleman standing outside to receive another Energy Core.



While standing on the northernmost teleport pad, turn Yuna so she faces left or right to change the destination of the device.

Exit the cave and speak to the man dressed in green and khaki just to the right of the cave entrance. He hands over the seventh Energy Core. When you return inside the cave, use the first teleport pad to reach the last cave. Press the D-pad to the right to change the direction of the pad so that Yuna can teleport to a side chamber.

Inside the square cave, a chest contains a **Lightning Gleam**. The person here prefers to be led out of the cave alone. At the entrance, he hands over the final Energy Core. Teleport back to the last chamber of the cave and press the D-pad to the left to enter the final secret chamber. Plunder the chest for a **Wall Ring**, then lead the final tourist out of the cave. The mission isn't over until you investigate the source of the fiend uprising, however. Teleport back through the cave to the last chamber and teleport from there to the Chamber of the Fayth.



The last two victims must be led out one at a time.

YOJIMBO — BOSS FIGHT



Yojimbo uses attacks that inflict Poison, so equip the entire party prior to this fight with accessories that protect against poisoning, such as Star Pendants and Glass Buckles. Since Yojimbo has several attacks that drain the characters' MP completely, you cannot rely on magic casting to overcome this awesome foe. Instead, outfit one character in a strong attacker dressphere, such as Gunner, Warrior or Dark Knight. Make another character an Alchemist with a plentiful supply of Potions and Hi-Potions to mix. Equip the Alchemist with a Haste Bangle, if possible. You may want another character to be a Thief, just so you can steal items and pilfer gil at the outset of the fight. After stealing from Yojimbo, change the Thief into a Gunner, Dark Knight, or Alchemist.



GIL DROPPED: 1500
PILFER GIL: 2000

STEAL: Normal: Power Wrist Rare: Power Wrist
DROP: Normal: Recovery Bracer Rare: Recovery Bracer

At this stage of the game, the best way to quickly take down Yojimbo's HP is to perform the same actions every round. Have a Gunner attack with Trigger Happy and let a Dark Knight sacrifice HP to perform Darkness. These two attacks alone should take down well over 1000 HP each. Let the Alchemist attack or heal the group with items as needed.



Watch Yojimbo carefully throughout the fight. When Yojimbo raises a finger in front of his face, he is preparing to perform his "Zanmato" attack. This is a devastating attack that reduces the entire party to 1 HP and 1 MP! If you see the monster hold one finger in front of its face, *do not command the Alchemist to perform any action until after Zanmato is executed.* If your Alchemist is equipped with a Haste Bangle, she will automatically have Haste on herself following the attack. Quickly use the Mix command to combine a Potion and a Hi-Potion to achieve the same effect as a Mega-Potion. If Yojimbo's dog, Daigoro, manages to attack and kill one or more party members, use a Mega-Phoenix or command the Alchemist to concoct one by mixing a Phoenix Down and a Hi-Potion. Repeat this strategy to stay ahead of the battle each time Yojimbo performs Zanmato. If possible, use a Chocobo Wing to cast Haste on the entire party to increase your chances of winning this fight.

ACCESSORY LEFT BEHIND

*A **Star Bracer** is contained in the chest inside Yojimbo's chamber in the cave. This item generates a constant Reflect effect, and is very useful against all magic attacks. Return to the Chamber of the Fayth and collect it before the end of Chapter 3.*



BEVELLE



COMPLETION: +0.2%

ITEM CHECKLIST

Blood of the Beast Garment Grid

If you gave the stolen sphere to New Yevon at the start of Chapter 2, then Bevelle becomes a Hotspot at the start of Chapter 3. However, the Gullwings can only watch as the members of the organization clash with each other outside the temple doors.



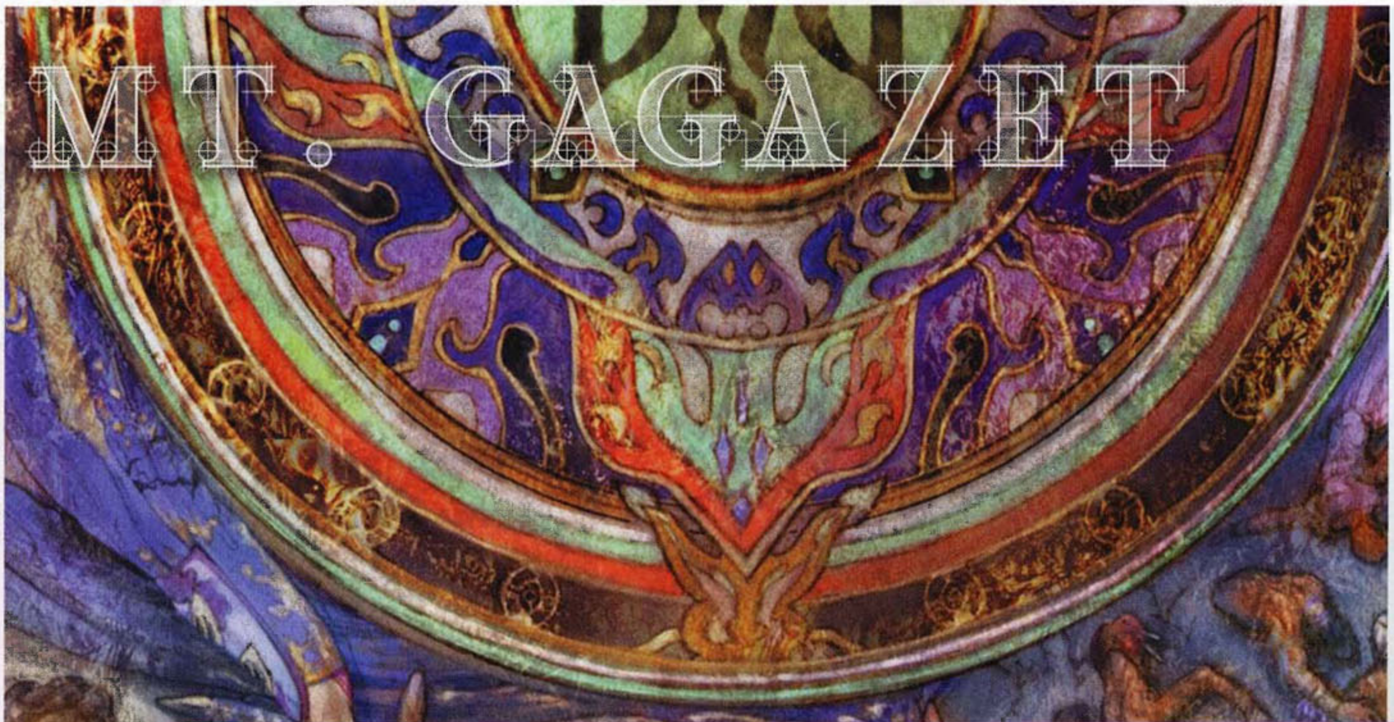
Don't you hate it when society crumbles just because your leaders go on vacation?



Pacce and the Kinderguardians have a present for Yuna, located in the secret chamber at the bottom of Bevelle.

Having viewed the turmoil rising in Bevelle, the Gullwings automatically return to the Celsius. Return to Bevelle and proceed through the stages. (You can claim all the items and fight the fiends listed in the second Bevelle section in the Chapter 3 portion of this walkthrough. Please refer to the checklists in that section for more details.) When you reach the room where the party fought Bahamut, the Gullwings encounter Pacce and the Kinderguardians. Whether or not you agree with Pacce that he should warn the Youth League, he hands over the **Blood of the Beast Garment Grid**. This is the *only* manner by which to obtain this Garment Grid, so those who chose to side with the Youth League at the beginning of Chapter 2 will just have to play the game differently next time around!

MT. GAGAZET



ACTION CHECKLIST

1. 
Learn of Garik's rebellion from Kimahri.

2. 
Follow the marching Ronso up the mountain slopes.

3. 
Activate the teleport pads along the way.

4. 
Confront Garik at the summit.

COMPLETION: +0.4%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ADAMANTOISE	7850	1	650	X-Potion	Hi-Potion (x4)
BALIVARHA	3688	1	230	Hi-Potion (x2)	Fire Gem
BASCINET	1342	1	110	Hi-Potion	Hi-Potion
BICOCETTE	182	1	18	Potion	Potion
BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
BORIS	480	1	300	Remedy	Star Pendant
GEMINI	2044	1	153	Lunar Curtain (x2)	Light Curtain (x2)
GREATER DRAKE	1819	1	140	Fire Gem	Fire Gem
GRIM GAZE	1720	1	130	Phoenix Down	Phoenix Down
LEUCOPHYLLA	2234	1	86	Hi-Potion	Remedy
LUPUS	1262	1	80	Hi-Potion	Hi-Potion
MYCOTOXIN	810	1	83	Antidote (x2)	Antidote (x2)
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
RUKH	12850	1	530	Phoenix Down (x2)	Phoenix Down (x2)
RHYOS	4360	1	310	Lightning Gem	Lightning Gem
SPINE DRAKE	2582	1	127	Arctic Wind	Arctic Wind
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion
VESPA	983	1	78	Echo Screen (x2)	Antidote
RONSO YOUTH	4060	2	20	Mythril Bangle	Remedy
GARIK RONSO	6880	3	90	Icy Gleam	Shining Bracer

ITEM CHECKLIST

Trainer Dressphere

RONSO UPRISING

Move forward past the Save Sphere to trigger a scene with Kimahri. If you previously answered two questions for Kimahri, you can get the the **Trainer dressphere**. Garik has shut off the teleport pads, so the party must fight its way up the mountain.



As you proceed to the summit, touch the teleport pads to reactivate them.

REVISITING OLD GROUNDS

At the Fayth Scar, you can climb up the cliffs the same as you did when going after the Leblanc Syndicate uniforms. Atop the rise, the artisan Ronso should now be hard at work on a statue commemorating the hero of the Ronso. If you continue to the top of this area, you can return to the Floating Ruins featured in the second mission of the game. However, don't waste time there unless you left some items behind during the timed chase of the Syndicate.



Use the cliffs high above the hot springs cavern to reach the Floating Ruins stage from the beginning of the game.

GARIK RONSO, RONSO YOUTH (X2*)



GIL DROPPED: 90
PILFER GIL: 130

STEAL: Normal: Icy Gleam Rare: Icy Gleam
DROP: Normal: Shining Bracer Rare: Shining Bracer

***2 Ronso Youth appear if the Ronso concerns were answered incorrectly; 1 will appear if their concerns were answered correctly.**

If you answered the Ronso's concerns incorrectly for the most part, Garik is accompanied by two Ronso Youths. Garik uses the Mighty Guard ability on himself and his followers, which is a combination of Protect, Shell, Regen, Haste, Def. Up, Magic Def. Up, and Evasion Up. Use Dispel Tonics, an Alchemist's Dispel Tonic ability, or a White Mage's Dispel spell to negate the first four of these effects. Garik attacks frequently and fiercely, so cast Haste on the party, use the Songstress's "Jitterbug" dance, or use a Chocobo Wing.

Protect the party against Darkness by equipping accessories, because Garik can cripple them with a Blind spell on a regular basis. Use a Black Mage's MP Drain ability to siphon off all of Garik's MP; this will prevent him from casting Blind. The Ronso Youth use attacks that drain MP, so don't rely too heavily on spells throughout the battle. Equip the party with dresspheres that allow swift attacks that inflict a great deal of damage quickly, such as Dark Knight, Gunner, and Warrior. Take down Garik Ronso first, then negate the Mighty Guard effects on the remaining two Ronso and defeat them as quickly as possible.





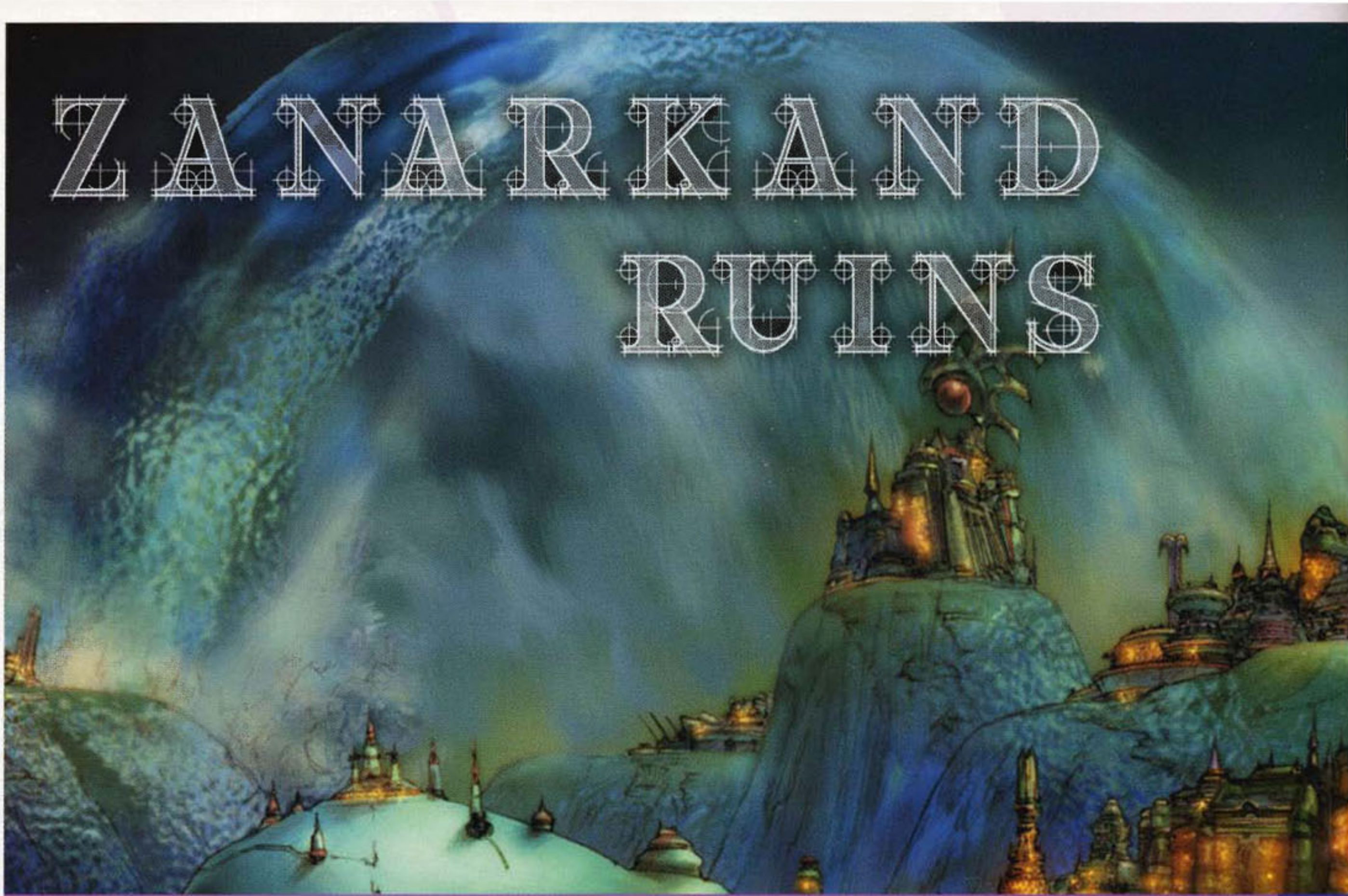
GIL DROPPED: 20
PILFER GIL: 60

STEAL: Normal: Mythril Bangle Rare: Mythril Bangle
DROP: Normal: Remedy Rare: Remedy (x2)

If, however, you answered the concerns of every Ronso during Chapters 1 and 2, Garik won't be as strong and only one Ronso Youth accompanies him during the battle, too. He doesn't use the Mighty Guard defense and instead he only casts Shell and Protect on himself on separate turns. To overcome these spells, simply drain all of his MP. Under these conditions, Garik is much easier to steal from, quite a bit easier to defeat, and his counterpart will not drain MP.



ZANARKAND RUINS



COMPLETION: +0.2%

WANDERING FIENDS

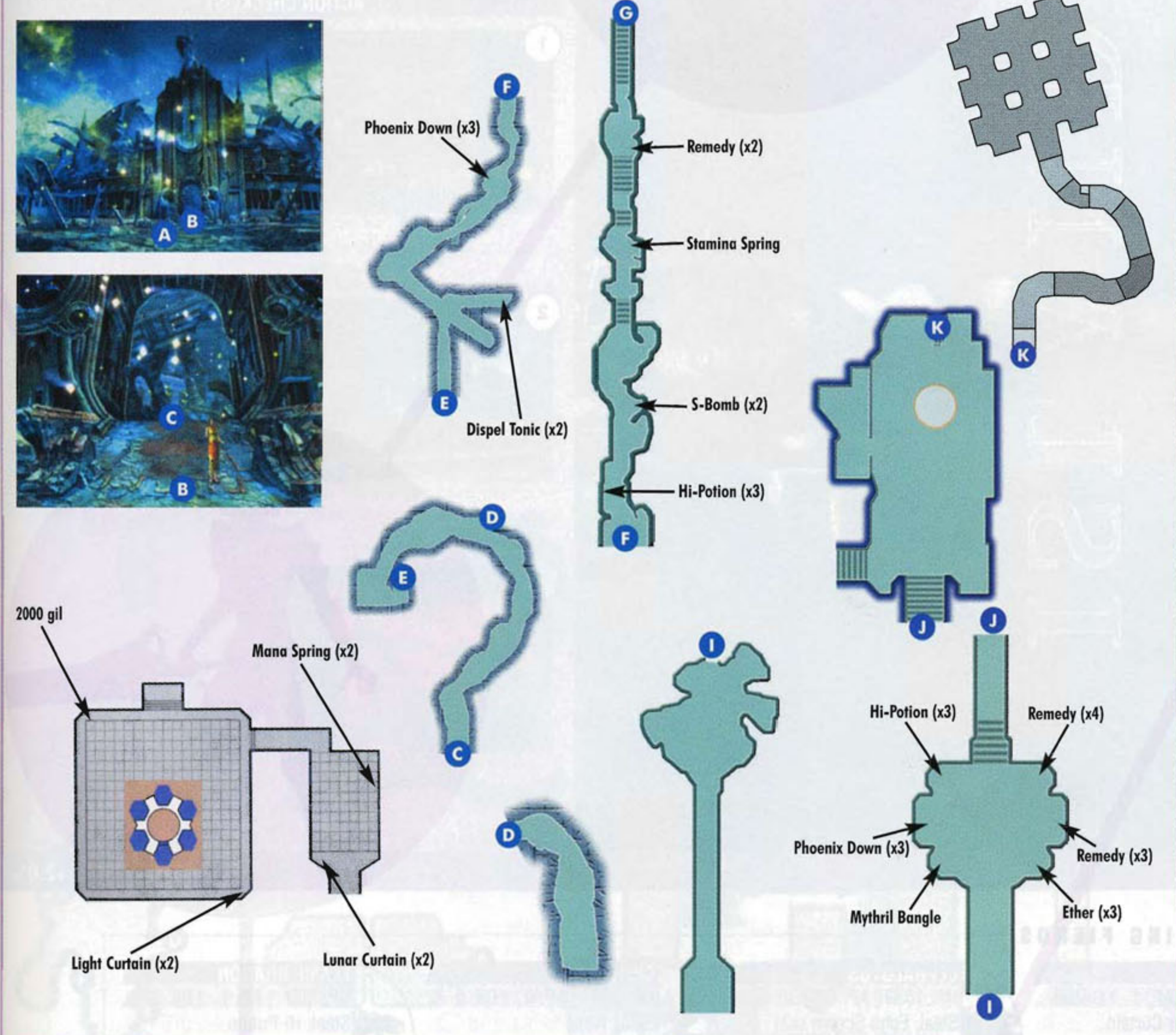
Fiend	HP	AP	Gil	Steal	Drop
ANOLE	734	1	70	Hi-Potion	Hi-Potion
FLAILING OCHU	9860	1	430	Remedy	Remedy
GUARDIAN BEAST	2886	1	200	Defense Veil	Amulet
GUCUMATZ	3720	1	173	Soft (x2)	Soft (x2)
IRONSIDE	8432	1	200	Shadow Gem (x2)	Stamina Tablet
MYCOTOXIN	810	1	83	Antidote (x2)	Antidote (x2)
WATCHER-A	624	1	0,	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion

ITEM CHECKLIST

- Dispel Tonic (x2)
- Phoenix Down (x3)
- Hi-Potion (x3)
- S-Bomb (x2)
- Stamina Spring
- Remedy (x2)
- Lunar Curtain (x2)
- Mana Spring (x2)
- 2000 gil
- Light Curtain (x2)
- Mythril Bangle
- Phoenix Down (x3)
- Hi-Potion (x3)
- Remedy (x4)
- Remedy (x3)
- Ether (x3)

MAPS





MONKEY LOVE IN THE AIR

If you finished the monkey soulmate mission during Chapter 2, there is nothing more to do here than speak to Isaaru one last time as he leaves Zanarkand. If you still need to finish the monkey matchmaking side quest, do so now using the instructions contained in the Chapter 2 section. If you complete the mission in Chapter 3, exit when you're finished and speak to Isaaru outside the dome.



Isaaru may be sad that his tourist operation has gone to the monkeys, but a sacred place shouldn't be a source of amusement.

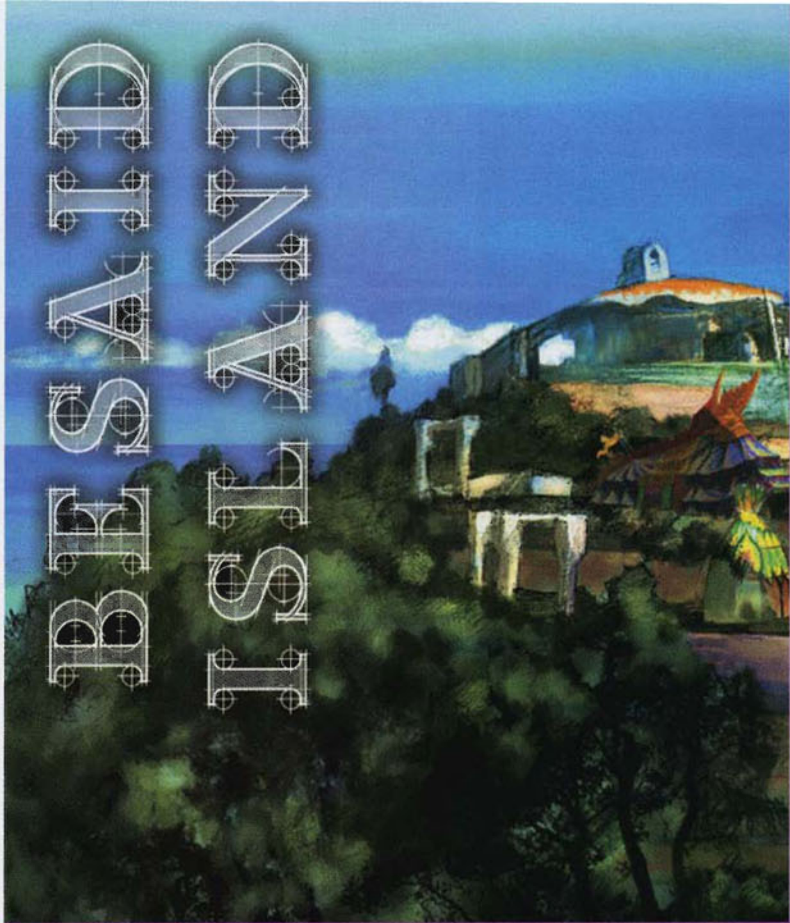
DEALING WITH IRONSIDES



A new fiend, called Ironside, appears in several locations during Chapter 3. This brute's heavy armor makes it incredibly difficult to defeat. After one or two rounds, the monster opens its chest plate to prepare a beam cannon assault. Launch your party's most devastating attacks while the chest plate is open, as this is when the monster's Defense is greatly reduced.

ZANARKAND DOME MERCHANT (STARTING CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Titanium Bangle	3000
Gold Bracer	4000 *CH3+
Diamond Gloves	6000 *CH3+
Mystery Veil	6000 *CH3+



ACTION CHECKLIST



1. Learn the situation from Lulu.



2. Follow Wakka and Beclem into the temple.



3. Speak to Beclem inside the Great Hall.



4. Talk to Wakka inside the Cloister of Trials.



5. Defeat Yuna's first aeon, in a much darker form.

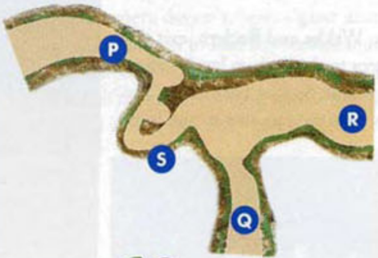
COMPLETION: +2.0%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CEPHALOTUS	1830	1	62	Echo Screen (x2)	Echo Screen (x2)
CHOCOBO	368	0	0	None	None
FLAME DRAGON	980	1	300	Hi-Potion	Red Ring
GEMINI	2044	1	153	Lunar Curtain (x2)	Light Curtain (x2)
HAUNT	813	1	120	Arctic Wind	Water Ring
MALBORO	5877	1	370	Hi-Potion	Remedy (x2)
PAIRIKA	1130	1	100	Lightning Marble	Stamina Spring
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
SPINE DRAKE	2582	1	127	Arctic Wind	Arctic Wind
WATCHER-A	624	1	0	Potion	Potion
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion
ZURVAN	583	1	70	Dispel Tonic	Hi-Potion
VALEFOR	8430	15	1200	Healing Spring (x4)	Moon Bracer

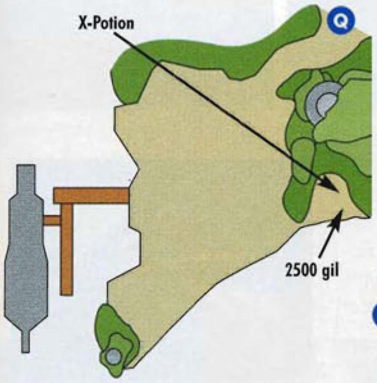
ITEM CHECKLIST

- Mana Spring (x2)
- Moon Bracer
- Hi-Potion (x2)
- X-Potion
- 2500 gil
- Ether (x3)
- Raging Giant Garment Grid

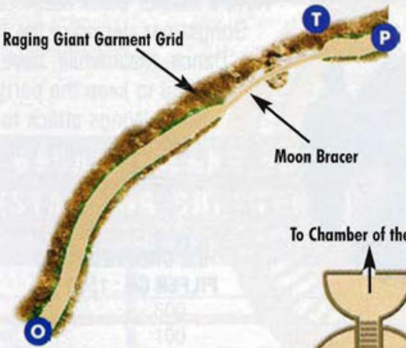


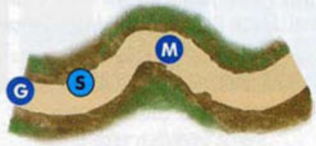





X-Potion
2500 gil



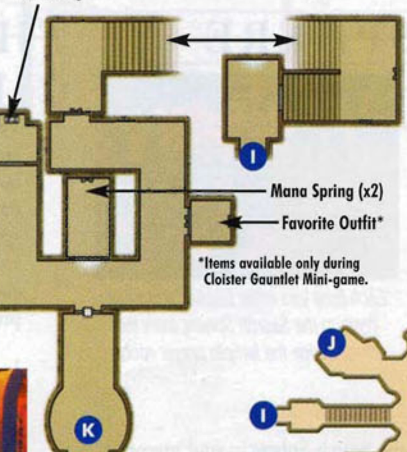

Raging Giant Garment Grid
Moon Bracer

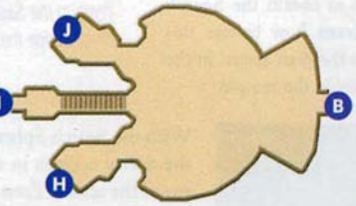







To Chamber of the Fayth


Frost Ring*
Mana Spring (x2)
Favorite Outfit*
*Items available only during Cloister Gauntlet Mini-game.



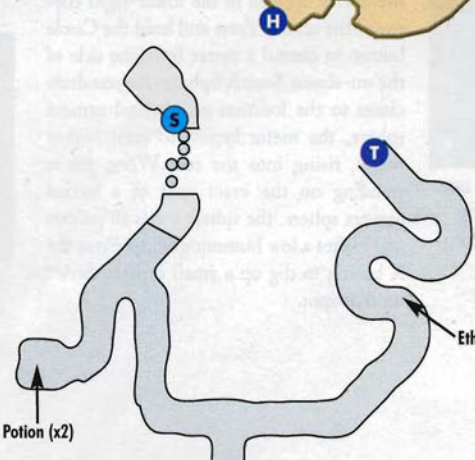











Ether
Potion (x2)

CONFLICT OF COMMAND

Enter Lulu's tent on the east side of the village. After learning of the developments between Wakka and Beclem, exit the tent and follow Wakka into the temple. Ascend the center stairs and work through the trial area to the bottom level. When you reach an intersection, head right through the illusory wall to find a chest containing a **Mana Spring (x2)**. Cross the corridor to find Wakka, wounded and lying in the corridor. After Yuna and the Gullwings ride the elevator to the level below, move forward to battle another dark aeon.



Some items in Besaid's cloister can only be obtained after the Gunner's Gauntlet.

VALEFOR — BOSS FIGHT



Fighting this aeon should easily remind you of the battle with Bahamut. Have a master Black Mage cast third-level elemental spells and make a Songstress decrease the frequency of Valefor's attacks with Slow Dance. Meanwhile, have a White Mage or Alchemist heal every round to keep the party on top of the battle. Valefor uses its Sonic Wings attack to drain spellcasters' MP, so make sure your Black Mage knows the MP Drain ability.



GIL DROPPED: 1200
PILFER GIL: 1500

STEAL: Normal: Healing Spring (x4) Rare: Healing Spring (x6)
DROP: Normal: Moon Bracer Rare: Moon Bracer

THE SEARCH SPHERE

If you previously purchased the Besaid Key for 900,000 gil from the shop clerk in the village, or if you rescued a man in the Calm Lands gorge who rewarded you with the Besaid Key, you can now undertake a brief side quest to obtain a new Garment Grid. Use the Besaid Key to unlock the treasure chest in the north room of the temple to obtain the **Search Sphere**. To learn how to use this item, speak to the man seated in the south room inside the temple.



Each time you enter Besaid, you must reclaim the Search Sphere from the chest inside the temple prayer room.



The Search Sphere helps to locate camera devices around Besaid Island, which can be used to find the second four ciphers.

With the Search Sphere in your inventory, the device appears in the lower-right corner of the screen. Press and hold the Circle button to extend a meter from the side of the on-screen Search Sphere. As you draw closer to the location of a buried camera sphere, the meter begins to emit higher waves, rising into the red. When you're standing on the exact spot of a buried camera sphere, the sphere starts to pulsate and makes a low humming noise. Press the X button to dig up a small camera device on that spot.

THE SECOND FOUR CIPHERS

The first of the buried camera spheres is in the village, under a small tarp erected in an area near the woods alongside the village. Hold the Circle button and move carefully under the tarp until the Search Sphere begins to flash red and make a sound, then press the X button to dig up a camera sphere. After the device is revealed, stand directly over the camera sphere and press the X button to use it. The view then switches to camera view. You can rotate the camera and cycle through a series of zoom magnifications by pressing the R1 button.

In the case of the village camera sphere, aim the device toward the roof of the temple and zoom in on the "steeple" at the top of the building. There you should find a sphere marked with a large number. The number is the first of a four-digit series of ciphers required to open the secret corridor of the cave near the beach.



The first camera device is located under a small tent on the west side of the village.



Aim the camera at the top of the temple and zoom in to find the numbered sphere.

Head along the path, and use the Search Sphere to locate the camera device buried close to one of the Besaid Aurochs near the bottom side of the path. Use the camera device to spot a glint near the middle of the nearby ridge and zoom in to find the second number written on the sphere. Get a good look, because sometimes 5s look like 6s and 1s look like 7s. The main difference between a 1 and a 7 is that the latter number has a dash through the middle.



The second camera is buried near the start of the Gunner's Gauntlet.



Pan the camera along the nearby ridge to spot a numbered sphere.

While moving up the path toward the waterfall area, use the Search Sphere to find a camera device on the right side of the path. Use this camera to zoom in on the ledge just below the second waterfall. This is the third cipher of the series.



The third camera device is located along the right side of the path, before the first bridge.



Zoom in on this rocky jut to find another numbered sphere.

For the last cipher, proceed past the cave entrance to the pond overlook area. Use the Search Sphere to detect the camera device in the left corner of the ledge over the water, and zoom across the pond to spot a lone tree high up on a hill. The sphere is set at the top of the tree. This is the last cipher in the series.



Dig up the camera device in the left corner of the overlooking edge.



Zoom in on the lone palm tree high up on the opposite cliffs.

Enter the cave and move into the short passage on the right. Input the four ciphers into the panel near the large stone block in the order in which they were discovered while traveling from the village to the pond. When the stone slab rises, proceed up the path and open the chest encountered en route for some **Ethers** (the exact number is determined by the current Chapter you are playing). Proceed to the end of the twisty passage to emerge on a hidden ledge high over the waterfall area. Move left across the screen to find a chest perched precariously on a slope. Open the chest to get the **Raging Giant Garment Grid**.



Input the ciphers in the order discovered from the village to the pond.



After obtaining the Garment Grid, move back along the ledge to the point of origin to find the cave entrance.

BESAID ISLAND SHOP (STARTING CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Watery Gleam	3000
Blue Ring	3000
NulTide Ring	8000

KILIKA ISLAND



ACTION CHECKLIST



1. Conspire with Dona to sneak past the guards.



2. Slip through the gate while Dona distracts the guard.



3. Find the hidden path through the blockaded woods.



4. Enter the temple and rescue Barthello from the fiend.



5. Speak to Barthello to learn an important tip.



6. Touch the blue flames within the temple to defeat fiends and proceed.



7. Defeat another dark aeon in the chamber of the fayth.

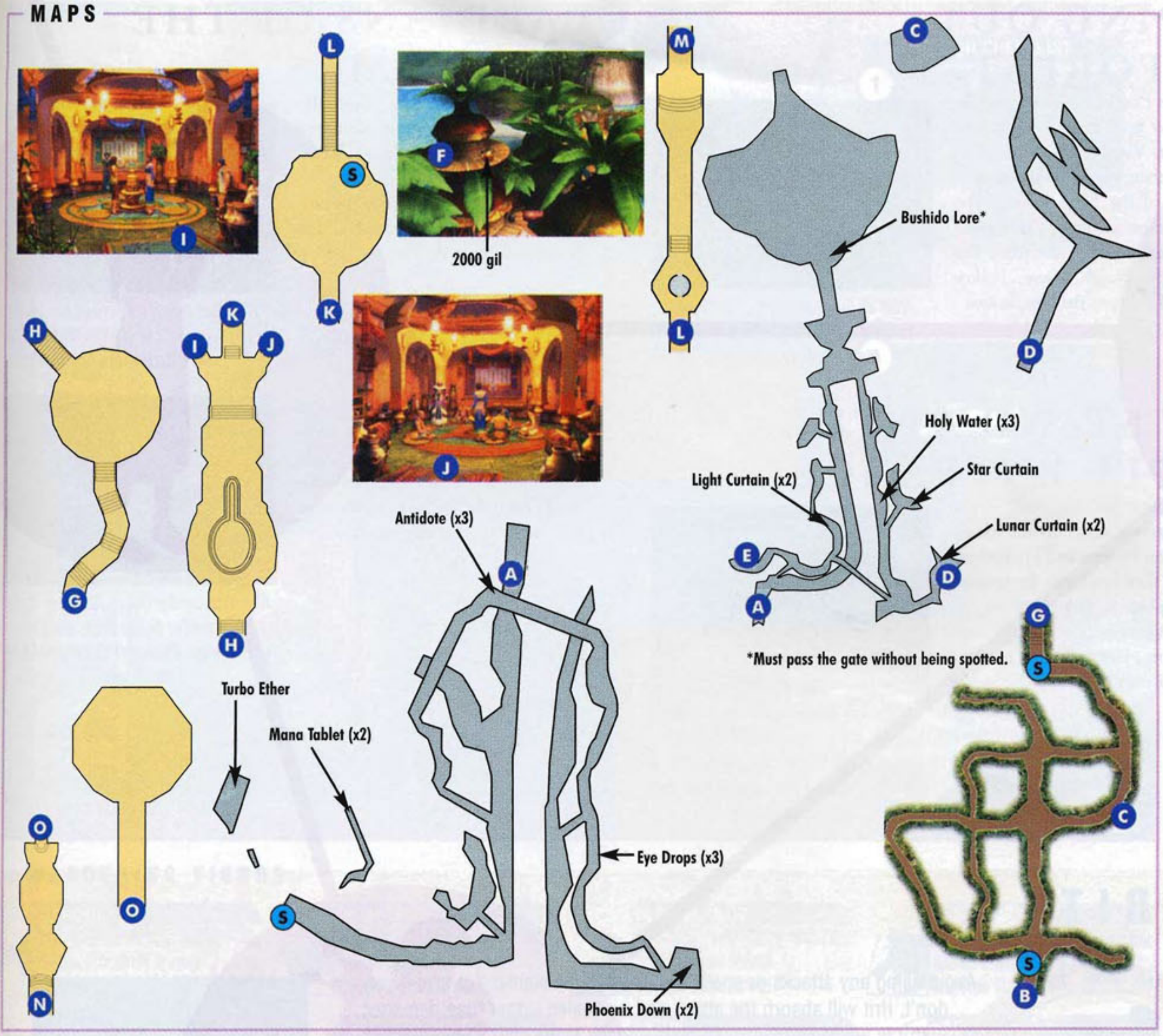
COMPLETION: +1.6%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ASSASSIN BEE	233	1	48	Antidote	Antidote
CHOCOBO	368	0	0	None	None
DAEVA	3230	1	90	Farplane Shadow	Phoenix Down
HAUNT	813	1	120	Arctic Wind	Water Ring
IRONSIDE	8432	1	200	Shadow Gem (x2)	Stamina Tablet
LEAGUE MAGE	1020	1	130	Ether	Hi-Potion
LEAGUE RAIDER	293	1	130	Phoenix Down	Hi-Potion
LEAGUE WARRIOR	422	1	120	Hi-Potion	Hi-Potion
PAIRIKA	1130	1	100	Lightning Marble	Stamina Spring
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
WATCHER-R	620	1	0	Potion	Potion
WATCHER-S	620	1	0	Potion	Potion
YEVON'S FINEST	1722	1	140	Holy Water	Hi-Potion
YEVON STRIKER	1730	1	140	Holy Water	Hi-Potion
IFIRIT	8820	15	1300	Fiery Gleam	Angel Earrings

ITEM CHECKLIST

- Turbo Ether
- Mana Tablet (x2)
- Antidote (x3)
- Eye Drops (x3)
- Phoenix Down (x2)
- Light Curtain (x2)
- Holy Water (x3)
- Star Curtain
- Lunar Curtain (x2)
- 2000 gil
- Bushido Lore
- Samurai Dressphere



WORKING WITH DONA

Collect all the items in the Kilika port areas, then go to Dona's house in the second section. She and Yuna unite to distract the guards and slip through the gates into the woods. Exit Dona's house to begin the gate-rushing event. You may want to attempt a practice round to learn how to get through the gates. The key is to watch the front gate for the approach of a Youth League member. If the guard allows the person through the gate, quickly switch perspective to see if the guard with Dona is distracted or not. If the guard is facing away from Dona, wait until he turns back to her or wait until another opportunity arises.



You get only one chance to slip through the gate unnoticed!



The Bushido Lore should prove to be an invaluable accessory if you have found and mastered the Samurai dressphere.

When you enter the woods without detection, a treasure chest is waiting at the end of the bridge. When equipped, the **Bushido Lore** enables a character to use learned Bushido abilities whether she is equipped with the Samurai dressphere or not. However, if you are spotted, the mission continues and you don't get the prize.

COLLECT YOUR MONKEY FINDING FEE

If you found all 13 Squatter Monkeys hidden in the Kilika forest area, speak to the woman dressed in blue standing on the east side of the pier to collect your prize—the ***Chaos Maelstrom Garment Grid****.*



KILIKA PORT MERCHANT (STARTING CHAPTER 3)

ITEM	COST
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000
Beaded Brooch	10000
Glass Buckle	10000

SCOPING OUT THE FOREST

The Youth League has erected several gates to keep people from New Yevon out. Visit all of the gates in the area, then return to the section just west of the Save Sphere. The girls remember something Dona said about a path through the trees, and leap to the bough above. Follow Rikku and Paine to the temple area.



Visit all four barricades, then move under the curving bough to find the hidden path to the temple.

LAST STAND AT THE TEMPLE ENTRANCE

A shop clerk walking around the temple entrance sells only the basics. Stock up on Potions and Hi-Potions if needed, then head into the temple. A Save Sphere is tucked behind the giant machina positioned in the large round room. Use it before heading into the cloister of trials.



Make sure an Alchemist has a large supply of Potions and Hi-Potions so you can use Mix to keep the party at optimum health. Stock up whenever the opportunity arises.

GUARDIANS OF THE BLUE FLAME

After being rescued, Barthello explains that the fiends are connected somehow to the blue flames. Head toward the blue flames covering the archway and another Daeva appears. After defeating the monster, the flames subside and reveal the corridor.



You must defeat a Daeva or two each time you want to extinguish a blue flame barring your path.

Continue into the next section and approach each of the three blue flames. Touch the flame on the right wall, then the one on the left, followed by the central blue flame on the back wall, defeating a Daeva each time.



After fighting the Daeva duo team in the last chamber before the boss, don't overlook the ***Samurai dressphere*** *on the ground.*

IFRIT — BOSS FIGHT



HP: 8820 MP: 9999 EXP: 1800 AP: 15

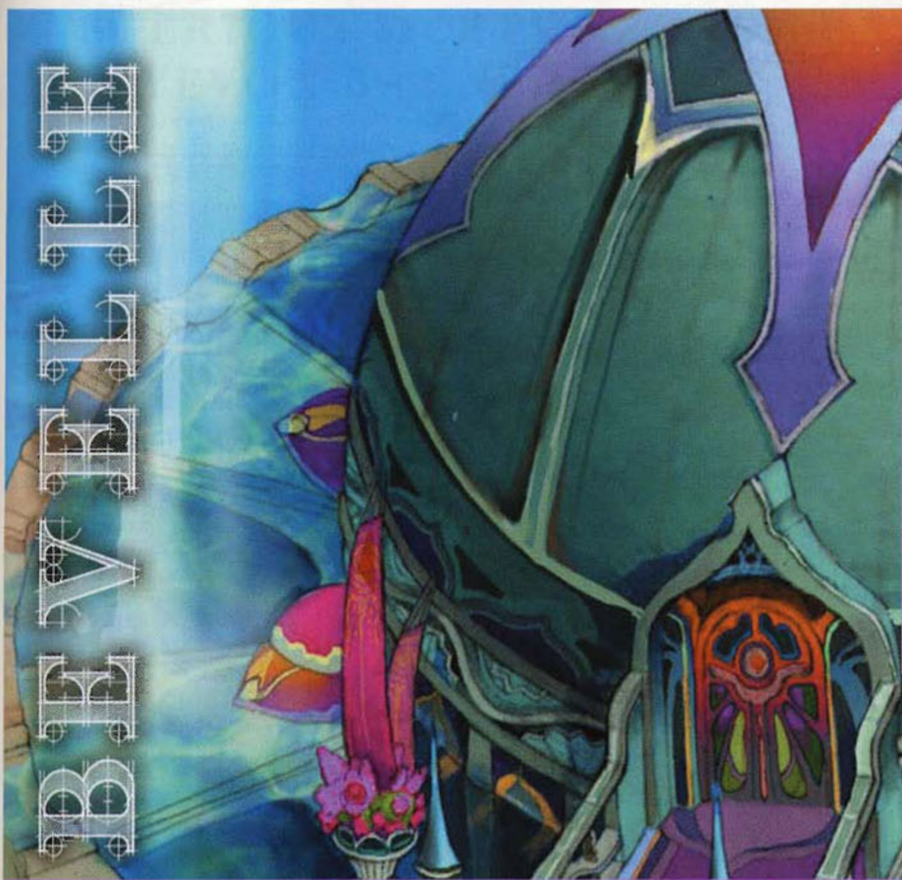
Avoid using any attacks or spells that involve the element of fire; if you don't, Ifrit will absorb the attack and be healed rather than damaged. Ifrit is weak versus ice, so have a Black Mage cast a few Blizzaga spells to make defeating this aeon much easier. Ifrit is also vulnerable to Slow, which can reduce the frequency of its furious claw attacks.



GIL DROPPED: 1300
PILFER GIL: 1800

STEAL: Normal: Fiery Gleam Rare: Fiery Gleam
DROP: Normal: Angel Earrings Rare: Angel Earrings

KILIKA ISLAND TEMPLE MERCHANT	
ITEM	**COST**
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300



ACTION CHECKLIST

1


Follow Gippal into the depths of Bevelle.

2


After the meeting, pick up the sphere that was left behind.

COMPLETION: +1.6%

WANDERING FIENDS



BARONG
HP: 2733 AP: 1 Gil: 138
Steal: Phoenix Down
Drop: Antidote



DETONATOR
HP: 1860 AP: 1 Gil: 98
Steal: Bomb Core
Drop: Bomb Core



FLAN BLANCO
HP: 625 AP: 1 Gil: 72
Steal: Arctic Wind
Drop: Arctic Wind



GEORAPELLA
HP: 4420 AP: 1 Gil:1000
Steal: Water Gem Drop: NulTide Ring



MALBORO
HP: 5877 AP: 1 Gil: 370
Steal: Hi-Potion
Drop: Remedy (x2)



PRECEPTS GUARD
HP: 3680 AP: 1 Gil: 800
Steal: Mana Tablet
Drop: Regen Ring



SKINK
HP: 882 AP: 1 Gil: 78
Steal: Hi-Potion
Drop: Hi-Potion



YAC-62
HP: 4100 AP: 1 Gil: 94
Steal: Darkness Grenade
Drop: Sleep Grenade



YAU-71
HP: 3800 AP: 1 Gil: 94
Steal: Silence Grenade
Drop: Sleep Grenade



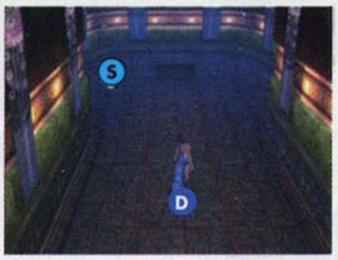
YSLS-99
HP: 2775 AP: 1 Gil: 400
Steal: Mythril Gloves
Drop: Stamina Tablet

ITEM CHECKLIST

- Electrocutioner (E)
- Hypno Crown (E)
- Remedy (x4)
- Oath Veil
- 5000 gil
- Hi-Potion (x5)
- Potion (x9)
- Phoenix Down (x5)
- Chocobo Feather (x2)
- 800 gil
- Faerie Earrings
- Beaded Brooch
- Ether (x5)
- Remedy (x5)
- Phoenix Down (x6)
- Remedy
- Crimson Sphere 1 (E)

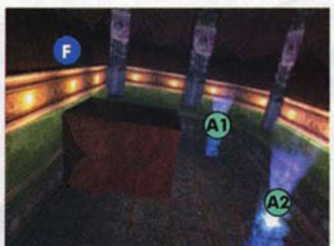
MAPS



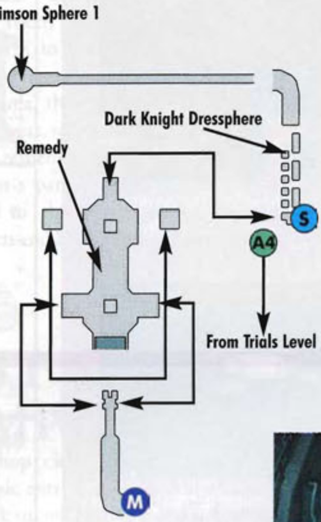


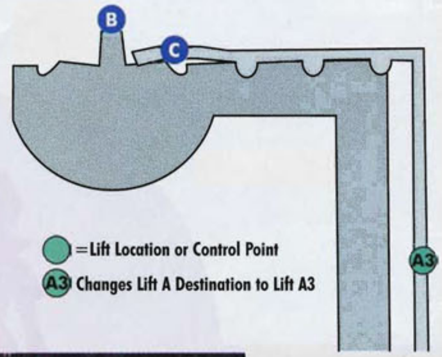
***Room Changes in Chapter 5.**

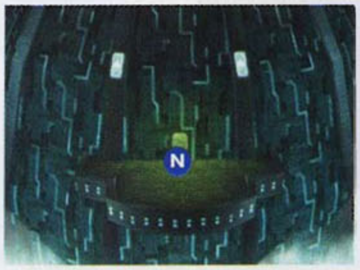




A1 Changes lift A to destination A1.
A2 Changes lift A to destination A2.


Crimson Sphere 1
Dark Knight Dressphere
Remedy
S
A4
From Trials Level
M

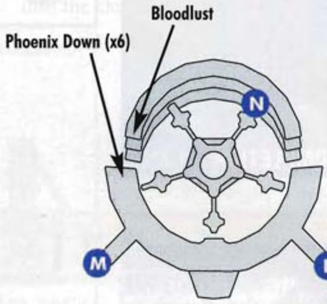

B
C
A3
= Lift Location or Control Point
A3 Changes Lift A Destination to Lift A3

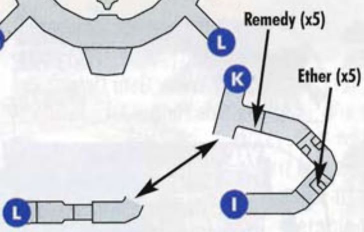

N


O

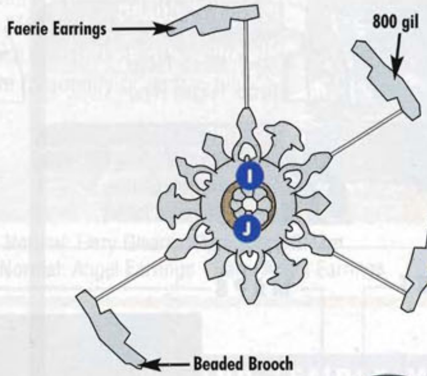

O
K

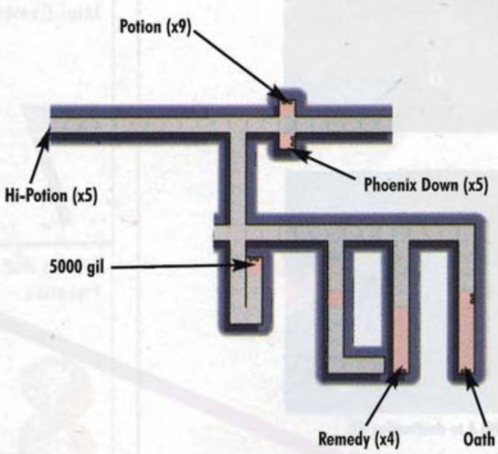

A
S
To Macalania Woods

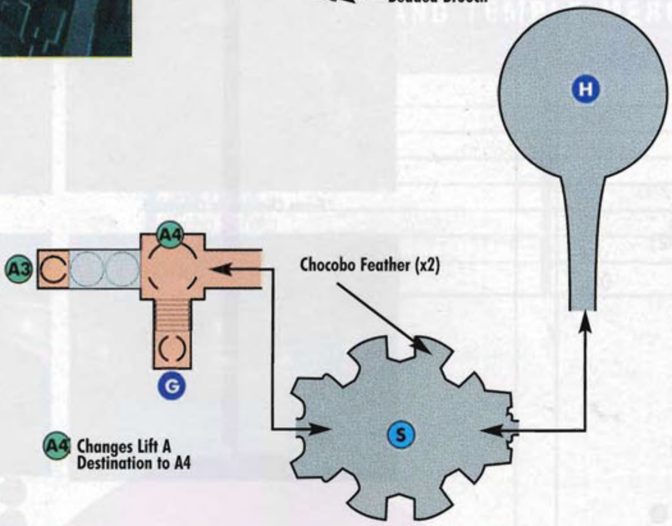

Bloodlust
Phoenix Down (x6)
N
M
L


Remedy (x5)
K
Ether (x5)
L
I


Ribbon
J


Faerie Earrings
800 gil
I
J
H
Beaded Brooch


Potion (x9)
Hi-Potion (x5)
Phoenix Down (x5)
5000 gil
Remedy (x4)
Oath Veil


A4
A3
Chocobo Feather (x2)
G
S
H
A4 Changes Lift A Destination to A4

MYSTERIOUS MEETING UNDER NEW YEVON BANNERS

Although Djose becomes a hotspot following the events in Kilika, Bevelle is now open for further exploration—even by Youth League sympathizers. Inside the temple entrance, ride the lift to the upper level and go through the open door to the outdoor balcony. Speak to the two priests walking along the rails to receive an **Electrocutioner** and a **Hypno Crown**. Return inside the temple and use the device in the west chamber to change the direction of the lift. Ride the lift down to the maze level below.

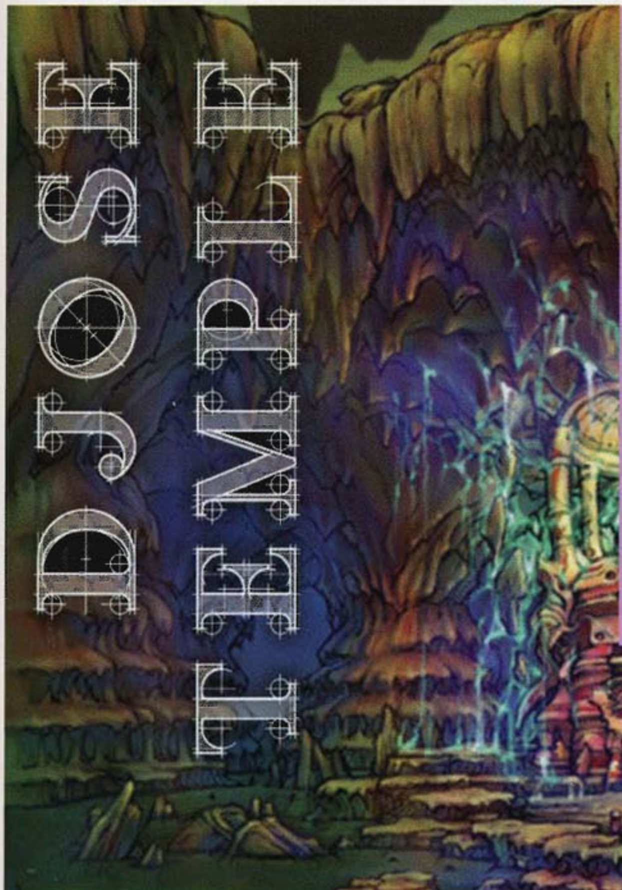


The priests on the balcony shower you with valuable gifts, but you're still not good enough to ride Baralai's private lift.

Proceed through the lower areas of Bevelle to the chamber from which Vegnagun escaped. After an extended scene, a Malboro attacks. When the zone is clear, locate the **Crimson Sphere 1** on the ground. Pick it up, return to the Save Sphere in the antechamber, and board the airship. Speak to Shinra and watch "Crimson Report 1" for more revealing information.



Crimson Spheres enable the Gullwings to unlock further mysteries of the past, as well as that weird door at Mushroom Rock.



ACTION CHECKLIST

1 

Enter the cloister of trials and ride the elevator to the level above.

2 

Push the pedestals into the alcoves to unblock the stairs.

3 

Defeat the dark aeon of lightning power.

4 

Search for lost memories on the Farplane.

COMPLETION: +2.2%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
HAUNT	813	1	120	Arctic Wind	Water Ring
PAIRIKA	1130	1	100	Lightning Marble	Stamina Spring
TOMB	4820	1	130	Remedy	Remedy
IXION	12380	15	1800	Sprint Shoes	Soul of Thamasa

ITEM CHECKLIST

- *Al Bhed Primer (E)
- Remedy
- Stamina Spring
- Wrist Band
- Unwavering Guard Garment Grid (E)

***Only if you haven't mastered Al Bhed.**

AL BHED AND OVERWHELMED

Accept the mission to clear Djose Temple and receive an **Al Bhed Primer**. Climb the center stairs and enter the Cloister of Trials. Proceed to the back of the lower level passage, and leap over the chasm filled with ruined machines to reach a chest containing a **Stamina Spring**.



This gap may be big, but Yuna can jump it.



Keep pushing pedestals into the wall until the force field is removed from the stairs.

Ride the elevator to the level above, and proceed past the guards to collect the **Wrist Band** from the chest in the circular area. Pushing one of the pedestals into its alcove in the circular area deactivates the barrier that prevents the party from ascending the stairs. The only problem is, it's impossible to say which pedestal does the trick, since the game randomly assigns one pedestal as the trigger. Fiends attack each time a pedestal, that isn't a trigger, is pushed into an alcove, so stay healthy by using items between battles and before going upstairs.

IXION — BOSS FIGHT



Avoid casting lightning spells or using lightning-based attacks, as these only heal Ixion. Instead, charge a master Black Mage with casting Waterga spells and have a Warrior use the Liquid Steel attack. Keep the party's HP high by healing every round, because some of Ixion's attacks can inflict between 500 to 1000 HP damage to your party members. It also employs homing missile attacks that reduce MP, so have a Black Mage use MP Drain to stay active in the battle. Like the other aeons you fought previously, the frequency of Ixion's attacks can be reduced somewhat by inflicting Slow status upon it. With diligent healing and spell casting every round, this battle shouldn't be too difficult to overcome.

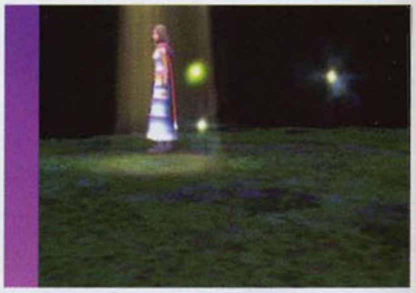


GIL DROPPED: 1800
PILFER GIL: 3000

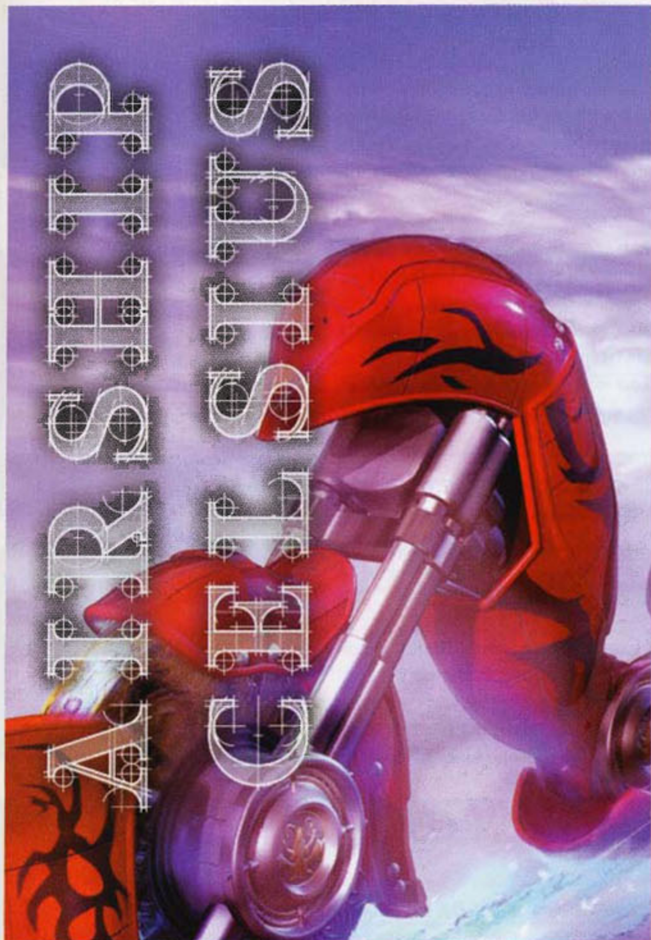
STEAL: Normal: Sprint Shoes Rare: Sprint Shoes
DROP: Normal: Soul of Thamasa Rare: Soul of Thamasa

TRAPPED IN THE VOID

Following Yuna's accidental plunge into the Farplane, you will view a few scenes and then have a moment to move Yuna around a darkened space. After a few seconds, another scene begins. You have the ability to direct certain events during this scene. When Yuna says "I'm all alone," press the X button to make Yuna hear someone whistle. When the ghost disappears and Yuna is searching for it, press the X button to hear more whistling. After whistling four times, the event ends.



After Yuna is alone for a moment on the Farplane and begins to speak again, press the X button to hear a familiar whistle. Repeat this three more times to exit the Farplane. Don't hesitate, or you might lose the chance!



ACTION CHECKLIST



1 Speak to Paine on the deck of the Celsius.



2 Use Shinra's CommSphere Network to contact Besaid, Kilika, Mushroom Rock, and Bevelle.



3 Confer with Buddy to decide what to do next.



4 Use the CommSphere Network to receive transmissions from all over Spira.



5 Head for the Moonflow to find Tobli.

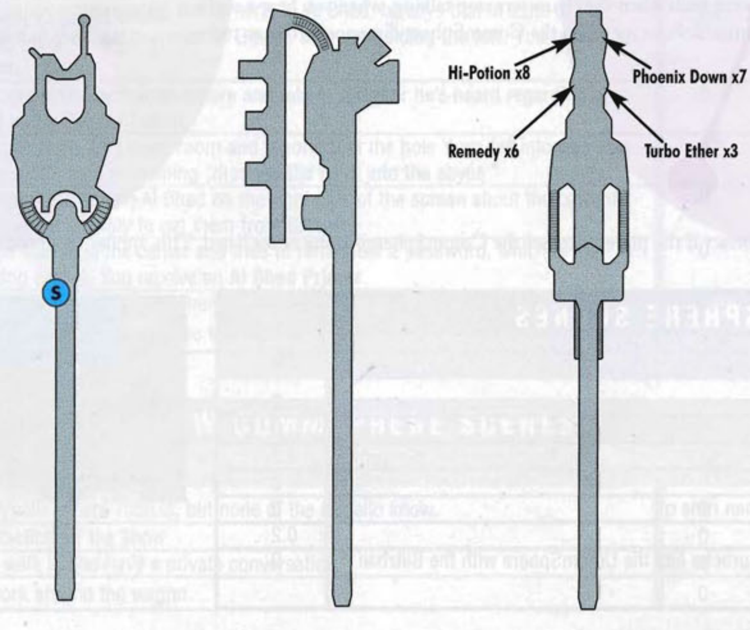
COMPLETION: +7.8%

ITEM CHECKLIST

Phoenix Down (x7)
Turbo Ether (x3)
Remedy (x6)
Hi-Potion(x8)
*Al Bhed Primer E

***Only if you haven't mastered Al Bhed.**

MAPS



THE COMMSPHERE NETWORK APPROACH

After the initial scene on the Bridge, head down to the Engine Room and collect the items in the four chests. After doing so, ride the elevator out to the Deck and speak to Paine. Return inside afterward and go back down to the Bridge. When Shinra asks you to check the CommSpheres, head over to his control station and speak with him again to see what's up. There is a new option at the top of Shinra's list that enables you to check the "CommSphere Network" that Shinra worked so hard to establish throughout Chapter 3. However, before dealing with the CommSpheres, remember to enter the Treasure Spheres menu and view Crimson Record 2 and Crimson Record 3.



You can now have conversations with the citizens of Spira remotely via Shinra's new CommSphere Network.



Use the CommSphere Network to check in with people in Besaid, as well as Kilika, Bevelle, and Mushroom Rock Road.

The Gullwings opt to step back from the grim affairs tearing Spira apart at the moment. Consequently, your only means of exploring Spira during Chapter 4 is through Shinra's CommSphere Network. Only certain CommSpheres work at certain times, depending on the circumstances. For now, speak to Wakka in Besaid, then Dona in Kilika. Also, check in with Maroda at Bevelle. If you gave the Awesome Sphere to New Yevon, someone throws the CommSphere set at Mushroom Rock Road into the ocean. However, if you sided with the Youth League, Yaibal updates you on the situation when you visit Mushroom Rock Road.

Sometimes you need to move the camera before someone will appear, or to trigger a scene. Be patient, because a scene may not start until up to 30 seconds after the transmission begins. Direct the CommSphere with the D-pad or Left Analog Stick, press R1 to zoom in, and press the Square button to exit if someone isn't speaking. Zooming in for a closer view of characters or areas triggers some conversations and scenes.



After zooming in all the way, press the R1 button again to zoom out.

When all four conversations are complete, exit the CommSphere menu. Buddy is now standing patiently across from Shinra's station. Speak to him to trigger the next scene. After the Gullwings decide to look for Tobli, speak to Paine on the bridge and check the CommSphere Network for more transmissions. When you're done communicating with the people of Spira, speak with Buddy at the navigation console to head for the Moonflow in search of Tobli.



Although optional, viewing transmissions from the rest of Spira adds a lot of completion points to the game's overall completion total.

COMMUNICATING WITH SPIRA, PART ONE

Unlike the previous instance, all areas of Spira are now available for viewing through the CommSphere Network. There are several scenes you can view in each location, simply by reconnecting with each location several times. Some of these scenes are worth fractions of a completion point, but when they're all added together, they're worth well over 4 whole percentage points! Some of these scenes are quite amusing, and the CommSphere Network provides a very interesting diversion from the normal game routine of exploring and battling.



Some CommSphere scenes will be altered slightly by your previous actions in the game.



You may receive items such as Al Bhed Primers by watching some of the optional CommSphere transmissions.

The following table contains the scenes that occur in each area, in order. Fractions of a percentage point are indicated for viewing certain scenes. Do *not* use the dialog skip function; doing so will reduce the percentage you receive. Scenes may take up to 30 seconds to begin, so be patient. A scene ends when the characters stop talking, when you hear a slight rise in the background music volume, or when the CommSphere disconnects due to technical difficulty.

NOTE: The percentages listed in this section are only correct if the player watches the CommSpheres in the order listed. This applies to all the charts.

BESAID COMMSPHERE SCENES

EVENT	%
Two children play hide and seek for a while.	0
A dog sniffs around the CommSphere.	0
Wakka emerges from his tent and seems very nervous.	0.2
The Aurochs are practicing for blitzball.	0
An Auroch hits another player with a blitzball by accident, then runs off.	0
Beclem chastises the Aurochs for playing ball.	0.2
When you look away from the practicing team, one of the Aurochs hits the CommSphere with the Blitzball and Shinra gripes.	0



KILIKA TEMPLE COMMSPHERE SCENES

EVENT	%
Wait until Barthello emerges from the temple. His lament destroys the CommSphere.	0.2
All further transmissions are distorted, because Barthello broke the CommSphere.	0



KILIKA PORT COMMSPHERE SCENES

EVENT	%
Dona talks about Rian and Ayde having stopped by on the CommSphere.	0
Transmission from Dona talking about politics and the town children.	0
The former summoner snoozes. Zoom in close to hear Dona talk in her sleep. See where Bartschella, a cactuar, is hiding.	0
Dona has left her room.	0
A view of the port area.	0



LUCA COMMSPHERE SCENES

EVENT	%
Shelinda interviews a female citizen.	0
Shelinda interviews a man in Luca.	0
Shelinda interviews a man at the docks who mentions the return of blitzball.	0.2
The CommSphere will not connect.	0



MUSHROOM ROCK COMMSPHERE SCENES*

EVENT	%
Zoom in on the face of the guard standing to the left and he gets annoyed.	0
The guard seeks to prove that the Youth League is justified.	0
The guard becomes sarcastic.	0
The guard claims the Youth League is prepared to fight.	0
The guard brags and mentions how Lucil is no longer in control.	0
The guard has a seat.	0

***Only available if you gave the stolen sphere to the Youth League at the start of Chapter 2.**



DJOSE TEMPLE COMMSPHERE SCENES

EVENT	%
An Al Bhed technician approaches the camera. In Al Bhed, he says that in spite of the hectic situation and the disappearance of Gippal, they are holding the fort. You receive an **Al Bhed Primer**.	0.2
After a few seconds, the technician enters and relates a rumor he's heard regarding a powerful fiend in the Bikanel Desert.	0
The tech emerges from the prayer room and reports that the hole Yuna fell into was dug out from underneath, as if something "dragged the fayth into the abyss."	0
The tech speaks to the female Al Bhed on the right side of the screen about the current lack of parts, and the inability to get them from Bikanel.	0
The female tech stands in the center and tries to remember a password, which is the name of a talking cactus. You receive an **Al Bhed Primer**.	0
The female tech steals the CommSphere to repair her machine. After this scene, Shinra cannot connect to Djose for any more transmissions.	0



MOONFLOW COMMSPHERE SCENES

EVENT	%
Yuna asks a Hypello where Tobli is, but none of the Hypello know.	0
The Hypello practice for the show.	0
Three Hypello walk in and have a private conversation.	0
The Hypello work around the wagon.	0





GUADOSALAM COMMSPHERE SCENES

EVENT	%
Ormi emerges from the chateau and reveals that Leblanc is out searching for her Noojie-Woojie.	0.2
A Hypello enters and tries to sell tickets, but the guards won't pay attention.	0
The guards have an interesting conversation about Leblanc's disappearance. Shinra can't believe how much the guards like her.	0
The guards talk about how they don't have any place else to go if the Syndicate breaks up.	0
The two guards talk about what chickens they are, and how Leblanc took them in.	0
Ormi hogs a little camera time and strikes his favorite pose.	0



THUNDER PLAINS COMMSPHERE SCENES

EVENT	%
Angle the camera to the right to catch a chocobo with Shinra's latest device.	0.2
During the next transmission, the ChocoPorter breaks down.	0
The signal at Thunder Plains is distorted and dark.	0



MACALANIA WOODS ENTRANCE COMMSPHERE SCENES

EVENT	%
The three musicians reappear and talk about their dream of the fayth and the dying woods.	0.2
If you did *not* complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, the Ronso youth enter the woods and the war against the Guado begins.	0
If you did *not* complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, a Guado gazes at the battle in the forest.	0
If you completed the mission to stop Garik at Gagazet in Chapter 3, two Guado will appear and converse amongst themselves; no war will occur. This scene repeats each time you enter.	0



MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES

EVENT	%
If the Al Bhed are in charge of the Agency because O'aka still has a debt, an Al Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an **Al Bhed Primer**.	0
If you freed O'aka from debt one way or another, he will emerge from the shop for various scenes. At first he tells Yuna that business isn't too good.	0.2
If O'aka was freed from debt, he comes out and sighs that he has no customers.	0
If O'aka was freed from debt, he emerges from the Agency and complains that someone has been missing for a year.	0
If O'aka was freed from debt, he practices various sales pitches—even in Al Bhed.	0
If O'aka was freed from debt, his nephew Wantz appears and worries about having been gone so long.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Flan Blanco slithers by.	0
There is no activity at the Travel Agency.	0



BIKANEL DESERT EXCAVATION CAMP COMMSPHERE SCENES

EVENT	%
Speak to Nhadala regarding a new menace in the desert.	0.2
The diggers are hard at work.	0



BIKANEL DESERT CACTUAR NATION COMMSPHERE SCENES

EVENT	%
Yuna realizes it's useless to try to communicate with the cacti without Benzo.	0
The cacti stand silent in the desert.	0



BEVELLE COMMSPHERE SCENES

EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers will shoot out the CommSphere. It will not work thereafter.	0
If you gave the stolen sphere to New Yevon during Chapter 2, a captain scolds his guards for letting Maroda get away.	0
The Kinderguardians defeat New Yevon soldiers and escape.	0
The Kinderguardians admire the CommSphere and bond with Shinra.	0.2
The Highbridge is empty.	0



CALM LANDS TRAVEL AGENCY SCENES

EVENT	%
Customers can be seen coming and going.	0
Customers can be seen coming and going.	0
The young unmarried man cries, and his father consoles him.	0
The young unmarried man's father runs behind the agency and places 50000 gil in a chest. After viewing this scene, the chest becomes available in Chapter 5.	0
A fiend attacks the CommSphere and eats it.	0



CALM LANDS CHOCOBO RANCH SCENES

EVENT	%
If you did *not* capture a chocobo before the end of Chapter 3, Clasko stands in the empty ranch and repeats over and over how hopeless he is.	0
If you captured a chocobo before the end of Chapter 3, Clasko pets the chocobo.	0
If you captured a chocobo before the end of Chapter 3, Clasko updates Yuna on his care of the chocobos.	0.2
If you captured a chocobo before the end of Chapter 3, Clasko returns with a runaway chocobo, worried about what would happen if Yuna knew.	0
If you captured a chocobo before the end of Chapter 3, Clasko pets the chocobo silently.	0
If you captured a chocobo before the end of Chapter 3, Clasko sits in the chocobo's stall.	0



MT. GAGAZET MOUNTAIN GATE SCENES

EVENT	%
Speak with Kimahri. The conversation is slightly different depending on whether or not you stopped Garik at Mt. Gagazet during Chapter 3.	0.2
The female Ronso gives Kimahri a back massage.	0



MOUNT GAGAZET HOT SPRINGS SCENES

EVENT	%
A Ronso youth lets off some steam.	0
Cactuar momentarily appears in the lower-right corner of the spring. Yuna is shocked.	0
Tobli emerges from the spring.	0.2
Zoom in on the heads floating on the surface to see a horde of Hypello.	0
Shoopufs bathe in the water.	0
A man swims alone. Yuna is disappointed.	0
Buddy gets a back massage from Barkeep.	0.2
O'aka tries new sales pitches.	0.2
Wantz spies on some girls bathing.	0
Isaaru, Maroda, and Pacce reunite.	0.2
Lucil and Elma discuss Clasko.	0.2
Maechen tries to educate a monkey.	0.2
If you captured a chocobo before the end of Chapter 3, Clasko bathes with the chocobo. If not, he bathes alone.	0
Cid, Nhadala, and Rin discuss the Al Bhed.	0.2
Dona hates bathing alone.	0.2
The hot springs are empty.	0



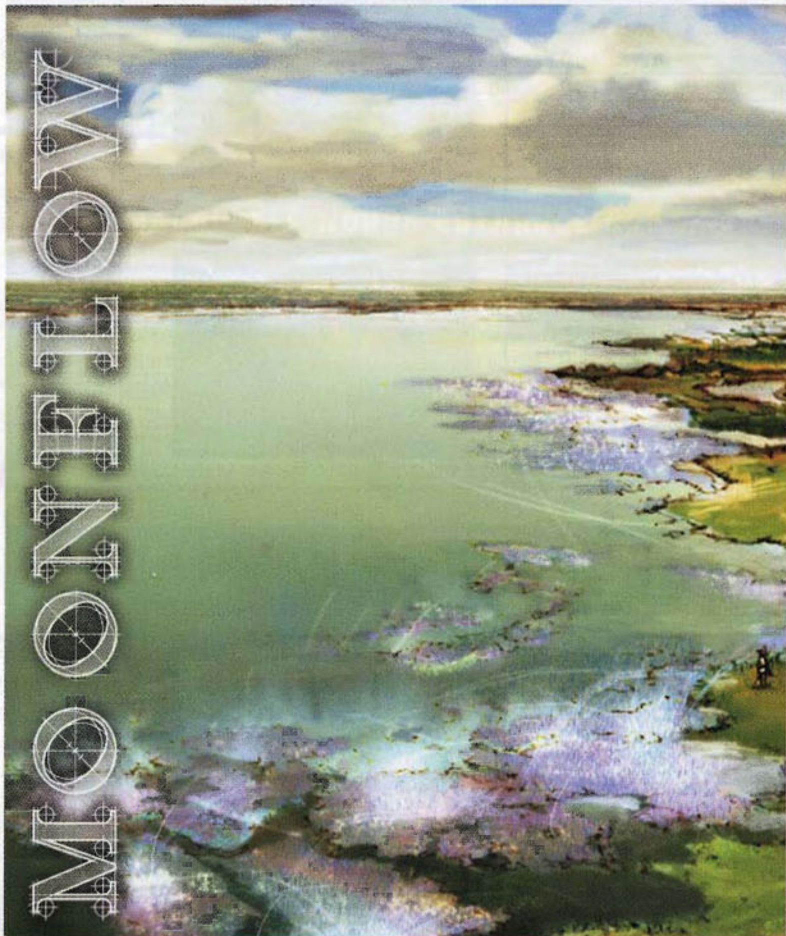
MYSTERY AT MI'IHEN

When the CommSphere Network is activated at Mi'ihen Highroad, Rin emerges from the Travel Agency and requests that you use the CommSpheres to help him investigate the recent strange occurrences. He's set up several CommSpheres around the Highroad area, and you can switch to the view of any CommSphere by pressing the R2 button and choosing another location. The Mi'ihen Highroad Mystery is a mini-game that you may want to start up as early as Chapter 1 and span across Chapters 4 and 5. Completing this mini-game can grant an extra item. More details are revealed in the "Mini-Games" chapter.



Rin can't seem to figure out why the machina went crazy or why the hover crashed during Chapter 3. He needs the Gullwings' CommSphere skills and deductive ingenuity!

MOONFLOW



ACTION CHECKLIST

1. 
Chase Tobli toward the Moonflow banks.

2. 
Run back down the south Moonflow road until Tobli reappears.

3. 
Follow Tobli to the entrance of Guadosalam.

4. 
Overhear Tobli's pursuers near the Save Sphere.

5. 
Ride the shoopuf to the north banks.

COMPLETION: +0.8%

WANDERING FIENDS


AGAMA
HP: 133 | AP: 1 | Gil: 16
Steal: Hi-Potion
Drop: Antidote


ARCHAEOTHYRIS
HP: 1332 | AP: 1 | Gil: 110
Steal: Eye Drops (x2)
Drop: Eye Drops (x2)


BALIVARHA
HP: 3688 | AP: 1 | Gil: 230
Steal: Hi-Potion (x2)
Drop: Fire Gem


BANDIT
HP: 132 | AP: 1 | Gil: 30
Steal: Budget Grenade
Drop: Potion


BARBUTA
HP: 562 | AP: 1 | Gil: 33
Steal: Lunar Curtain
Drop: Light Curtain


BLACKGUARD
HP: 760 | AP: 1 | Gil: 42
Steal: Phoenix
Down Drop: Potion


CHOCOBO
HP: 3890 | AP: 0 | Gil: 0
Steal: None
Drop: None


FLAN BLANCO
HP: 625 | AP: 1 | Gil: 72
Steal: Arctic Wind
Drop: Arctic Wind


RUFFIAN
HP: 1480 | AP: 1 | Gil: 250
Steal: Grenade
Drop: Potion (x2)


SHELL SHOCKER
HP: 4700 | AP: 1 | Gil: 780
Steal: Iron Bangle
Drop: Black Ring


TAROMAITI
HP: 1782 | AP: 1 | Gil: 280
Steal: Antidote (x2)
Drop: Star Pendant


VARAN
HP: 1132 | AP: 1 | Gil: 240
Steal: Dispel Tonic
Drop: Holy Water


WATCHER-A
HP: 624 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion


WATCHER-R
HP: 620 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion


WATCHER-S
HP: 620 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion

ITEM CHECKLIST

Black Tabard Garment Grid E

THE TOBLI CHASE!

Finding Tobli will be difficult, especially since the people he owes money to have come to collect. Head down the road just past the debt collectors, who stop and address Yuna. Tobli emerges and leads the thugs on a merry chase down the path. Follow the fleeing promoter and his pursuers to the banks of the Moonflow.



Finding Tobli is as simple as following the loan sharks who are after him.



The debt collectors block access to the shoopuf when you first arrive. You must wait for Tobli to break through their ranks before you can cross the Moonflow to find Tobli.

There's no sign of Tobli around the wagon, so continue into the passenger waiting area. One of the debt collectors confers with two guards who block the path. Retreat back through the banks area and south down the road until Yuna finds the debt collector standing on the side of the road, gasping for breath. Tobli emerges and heads south. Follow him and his pursuer until Tobli tears through the area on a scooter. Now you must run back to the banks of the Moonflow.

Tobli's scooter crashes near the wagon caravan, but there's still no sign of Tobli. The guards no longer block access to the shoopuf wharf, so ride the shoopuf across the Moonflow to the north banks. Continue following Tobli and the debt collectors up to the entrance to Guadosalam.



The debt collectors knock Tobli out of a tree. Follow Tobli up to Guadosalam's entrance to complete the mission.



ACTION CHECKLIST

1. 

After Tobli's Hypello PR force deploys from the Celsius, head down to the Cabin and dance with Rikku.

2. 

Return to the Bridge and view CommSphere transmissions.

3. 

Speak with Buddy or Brother to land at the Thunder Plains.

COMPLETION: +3.4%

CONCERT REHEARSAL

Following the deployment of the Hypello, you may notice that Rikku is missing from her usual position on the Bridge. Ride the elevator down to the Cabin to join Rikku in a fun mini-game, as it's time to practice some dance moves for the concert. This short challenge is worth some valuable prizes, but you only get one shot. Save your game at the Save Sphere on the Bridge before proceeding to the Cabin.



The controller buttons each play a different instrument or sound effect. Tap the button rapidly when you see it on Rikku's side of the screen.



Obtaining the best prizes for this event require a few practice attempts. Do a soft reset and try again to sharpen your skills.

Upon entering the Cabin, watch Rikku's session carefully and note how the button icons appear in the lower-right corner of the screen. Each button is a different instrument or sound. Press the buttons that appear on Yuna's side of the screen. Buttons pressed at the moment the musical note in the bottom-left corner turns red score higher points.

Tap the controller buttons as rapidly as possible, even if you hit the wrong button for a second. You'll score higher if you hit the right button, but you'll also score for each button hit whether it's the right one or not. Don't let accuracy slow you down. When the song is finished, your totals for rhythm, fitness, and synch are tallied and averaged to provide a total score. Based on this result, you receive one of four prizes.

DANCING REHEARSAL PRIZES

TOTAL GROOVE	PRIZE
0-49	Pearl Necklace
50-99	Safety Bit
100-149	Sublimator
150+	Shmooth Shailing

COMMSPHERE WAVES, PART TWO

Before asking Buddy to go to the Thunder Plains, use Shinra's CommSphere Network to see how the concert promotion is going throughout Spira.

BESAID COMMSPHERE SCENES

EVENT	%
Zoom in on Beclem's head to start a conversation.	0.2
Speak with Lulu and Wakka concerning their imminent arrival.	0.2
The Aurochs talk to Yuna.	0
The Aurochs interview Wakka.	0
The Aurochs interview Wakka; it's even funnier this time.	0
Wakka paces around restlessly. This scene repeats during each transmission hereafter.	0



KILIKA PORT COMMSPHERE SCENES

EVENT	%
Dona practices an apology.	0.2
Dona practices chastising Barthello.	0
Dona ties the CommSphere to a balloon and sends it to Kilika Temple.	0.2
Barthello receives the CommSphere, but shatters it with a mighty cry.	0.2



LUCA COMMSPHERE SCENES

EVENT	%
Shelinda promotes Yuna's concert.	0
Luca's blitzball team practices in the square.	0
Luca's blitzball team practices on the stairs. Logos may run through the scene at some point.	0
Hypello gather Luca citizens to promote the concert.	0
Faulty transmission that repeats in a loop.	0



MUSHROOM ROCK COMMSPHERE SCENES*

EVENT	%
Lucil assures Yuna that she will try to stop a war.	0.2
Yaibal wishes he could go to the show.	0.2
Yaibal gathers his squad for a "mission."	0
The guard standing just to the left complains that everyone is abandoning their posts.	0
The guard whines that he wants to attend the concert.	0
The guard is gone; a Hypello dances; Lucil watches with a sigh.	0

***Only available if you gave the stolen sphere to the Youth League at the start of Chapter 2.**



DJOSE TEMPLE COMMSPHERE SCENES

EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA



MOONFLOW COMMSPHERE SCENES

EVENT	%
If you told Lian and Ayde to head to the Moonflow during Chapter 3, they will speak to Yuna.	0
A Hypello won't let Elma take her chocobo on the shoopuf.	0.2
A Hypello reports on the promotional efforts. Later, a shoopuf stomps through and smashes the CommSphere.	0
Bad reception.	0



GUADOSALAM COMMSPHERE SCENES

EVENT	%
If you haven't spoken to Ormi previously, he emerges from the chateau and reveals that Leblanc is out searching for Nooj.	0.2
Ormi talks to Yuna about the concert.	0.2
A Hypello unsuccessfully tries to get the guards to go to the concert.	0
Two Fem-Goons emerge and talk about the concert and Leblanc.	0
Two Fem-Goons emerge and wonder if Leblanc will return and hijack the concert again.	0
Yuna or Leblanc? Leblanc's goons decide who's classier.	0
A Fem-Goon waves hello and enters the chateau.	0
A Hypello enters and tries to speak with the guards, but they don't pay attention.	0
Ormi emerges from the chateau and strikes a pose for the camera.	0



THUNDER PLAINS COMMSPHERE SCENES

EVENT	%
People are gathering on the plains for the concert.	0



MACALANIA WOODS ENTRANCE COMMSPHERE SCENES

EVENT	%
The three musicians reappear and wish Yuna well on her concert.	0
If you did *not* complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, the Ronso youth enter the woods and the war against the Guado will begin. This occurs here if you did not see it during the first CommSphere session.	0
Pukutak appears, waves goodbye, then disappears.	0
Donga appears, beats his drum, then waves goodbye.	0
Bayra appears, nods, then vanishes.	0
An Amorphous Gel appears.	0



MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES

EVENT	%
If the Al Bhed are in charge of the Agency because O'aka still has a debt, then an Al Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an **Al Bhed Primer**. This scene occurs if you didn't see it previously.	0
If you freed O'aka from debt one way or another, he will emerge from the shop and tell Yuna that business isn't too good. This scene occurs only if is wasn't previously seen in CommSphere session one.	0.2
If you freed O'aka from debt one way or another, he will emerge from the shop and ask Yuna about the concert. He leaves the Travel Agency to head for the Thunder Plains.	0.2
A Hypello encounters fiends outside the Travel Agency and runs off.	0
A Flan Blanco appears outside the agency.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Flan Blanco slithers by.	0
There is no activity at the Travel Agency.	0



BIKANEL DESERT EXCAVATION CAMP COMMSPHERE SCENES

EVENT	%
Speak to Nhadala regarding their efforts to stop the fiend in the desert. An explosion wipes out the CommSphere.	0



BIKANEL DESERT CACTUAR NATION COMMSPHERE SCENES

EVENT	%
Zoom in on the cactus named Marnella. Yuna asks Shinra if he can communicate to cacti like Benzo.	0
The cacti stand silent in the desert.	0



BEVELLE COMMSPHERE SCENES

EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers will shoot out the CommSphere. It will not work thereafter. This scene occurs if it wasn't seen in a previous CommSphere session.	0
If you gave the stolen sphere to New Yevon during Chapter 2, the same series of scenes involving the Kinderguardians occurs if they weren't seen in a previous CommSphere session.	NA



CALM LANDS TRAVEL AGENCY SCENES

EVENT	%
*All scenes from the first CommSphere session will begin or continue.	NA



CALM LANDS CHOCOBO RANCH SCENES

EVENT	%
*All scenes from the first CommSphere session will begin or continue.	NA



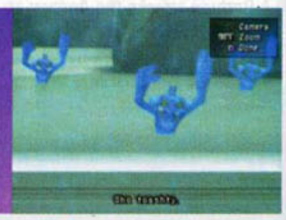
MT. GAGAZET MOUNTAIN ENTRANCE SCENES

EVENT	%
Speak with Kimahri. The conversation is slightly different depending on whether or not you stopped Garik at Mt. Gagazet during Chapter 3. This scene occurs if it wasn't viewed during a previous CommSphere session.	0.2
If you did *not* complete the mission to stop Garik at Mt. Gagazet during Chapter 3, Ronso youths will enter and speak to the female Ronso.	0
If you did *not* complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso councils Kimahri on the departures of Garik, Lian, and Ayde.	0
If you did *not* complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso approaches the CommSphere and says not to worry about the Ronso.	
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Garik will approach the CommSphere and wonder how to unite Ronso youth.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a Ronso youth enters and tells Kimahri that he's going to the concert.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, the CommSphere is covered with snow. Move it around and a female Ronso will wipe it off.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Kimahri swears a new oath to protect the Ronso.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a female Ronso approaches the CommSphere and says that the Ronso now recognize Kimahri's wisdom.	0
Garik approaches the CommSphere and relates the future of the Ronso youth.	0
The female Ronso gives Kimahri a back massage.	0



MOUNT GAGAZET HOT SPRINGS SCENES

EVENT	%
*All scenes from the first CommSphere session will begin or continue.	NA



ZANARKAND RUINS SCENES	
EVENT	**%**
Isaaru speaks to Yuna about the concert.	0.2
Isaaru and Yuna talk about Maroda and the situation in Bevelle.	0
Isaaru lies behind the CommSphere and wonders what he's doing at Zanarkand. Monkeys are everywhere.	0.2
A Hypello is advertising the concert.	0



THUNDER PLAINS

ACTION CHECKLIST

1

Chase the monster through the cavern.

2

Slay the Zalamander.

3

Unite Spira with a concert to remember.

COMPLETION: +1.8%

WANDERING FIENDS


AKA MANAH
HP: 6322 | AP: 1 | Gil: 670
Steal: Remedy (x2)
Drop: Pretty Orb


ANOLE
HP: 734 | AP: 1 | Gil: 70
Steal: Hi-Potion
Drop: Hi-Potion


ARCHAEOTHYRIS
HP: 1332 | AP: 1 | Gil: 110
Steal: Eye Drops (x2)
Drop: Eye Drops (x2)


ARMET
HP: 788 | AP: 1 | Gil: 74
Steal: Lunar Curtain
Drop: Light Curtain


ASSASSIN BEE
HP: 233 | AP: 1 | Gil: 48
Steal: Antidote
Drop: Antidote


BALIVARHA
HP: 3688 | AP: 1 | Gil: 230
Steal: Hi-Potion (x2)
Drop: Fire Gem


BARBUTA
HP: 562 | AP: 1 | Gil: 33
Steal: Lunar Curtain
Drop: Light Curtain


BLUE ELEMENTAL
HP: 363 | AP: 1 | Gil: 180
Steal: Dragon Scale
Drop: Dragon Scale


BOLT DRAKE
HP: 623 | AP: 1 | Gil: 130
Steal: Lightning Marble
Drop: Hi-Potion


CHOCOBO
HP: 3890 | AP: 0 | Gil: 0
Steal: None
Drop: None


FLAN ROJO
HP: 1220 | AP: 1 | Gil: 125
Steal: Bomb Core
Drop: Bomb Core


GEMINI
HP: 2044 | AP: 1 | Gil: 153
Steal: Lunar Curtain (x2)
Drop: Light Curtain (x2)


GIGAS
HP: 2290 | AP: 1 | Gil: 180
Steal: Hi-Potion
Drop: None


IRONSIDE
HP: 8432 | AP: 1 | Gil: 200
Steal: Shadow Gem (x2)
Drop: Stamina Tablet


MALBORO
HP: 5877 | AP: 1 | Gil: 370
Steal: Hi-Potion
Drop: Remedy (x2)


SPINE DRAKE
HP: 2582 | AP: 1 | Gil: 127
Steal: Arctic Wind
Drop: Arctic Wind


TAROMAITI
HP: 1782 | AP: 1 | Gil: 280
Steal: Antidote (x2)
Drop: Star Pendant


VARAN
HP: 1132 | AP: 1 | Gil: 240
Steal: Dispel Tonic
Drop: Holy Water


WATCHER-A
HP: 624 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion


WATCHER-R
HP: 620 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion


WATCHER-S
HP: 620 | AP: 1 | Gil: 0
Steal: Potion
Drop: Potion


ZALAMANDER
HP:12850 | AP: 1 | Gil: 930
Steal: Sublimator
Drop: Crimson Ring

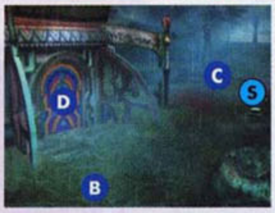
ITEM CHECKLIST

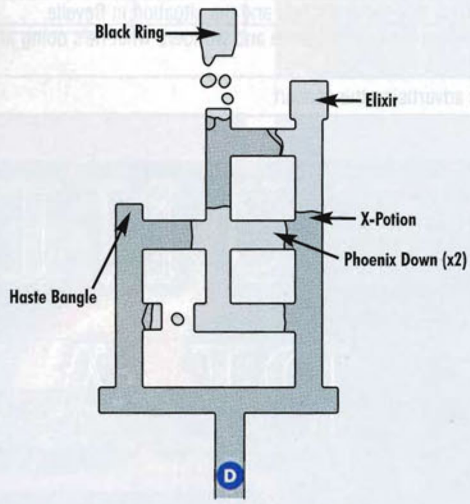
Echo Screen (x6)	Petrify Grenade (x2)	X-Potion
X-Potion	Turbo Ether	Elixir
Glass Buckle	Haste Bangle	Black Ring
Phoenix Down (x4)	Phoenix Down (x2)	

MAPS









FEEDING ON THE CROWD

Although a large fiend is seen breaking through the rubble to a secret cavern on the Thunder Plains, there are new chests containing useful items scattered across the two main areas of the Thunder Plains. Take a trip to the north exit and back, collecting all the items.



The Hypello outside the secret cave entrance fully restores full HP and MP to your entire party when you speak to him. Make sure the party enters the cave at full strength.



The Zalamander waits at the back of the cave.

Inside the cave, head to the right and follow the passage north to a chest containing an **X-Potion**. From there, return to the cave entrance and continue up the west side of the cave to a chest containing a **Haste Bangle**. Head back to the first opening on the right side of the screen and climb up the rocks to the upper level. From this point, you should be able to reach the remaining two chests with ease. The Zalamander boss protects the final chest. After defeating the Zalamander, open the chest to obtain the **Black Ring** and exit the cave.

ZALAMANDER BOSS FIGHT



The Zalamander is an overgrown lizard that benefits from a constant Null Magic effect. None of a Black Mage's spells will work, and other magic-enhanced attacks will inflict little or no damage. Therefore, your party must overcome this fiend with physical attacks.



Equip powerful dresspheres such as Dark Knight, Gunner, Samurai, and Berserker to get the job done. As usual, one character should assume the role of healer by donning the Alchemist dressphere. The Zalamander can be blinded, so a Songstress can perform Darkness Dance to affect the monster's vision and Accuracy. While it will do little to protect your characters from the Zalamander's Flame Breath attack, blindness causes most of the monster's other attacks to miss. This tactic should enable you to maintain more HP between each Flame Breath attack.

GIL DROPPED: 930
PILFER GIL: 1300

STEAL: Normal: Subliminator Rare: Subliminator
DROP: Normal: Crimson Ring Rare: Crimson Ring

AIRSHIP CELSIUS



ACTION CHECKLIST



1 *Hear what Maechen has to say on the bridge.*



2 *Meet the Leblanc Syndicate in the engine room.*

COMPLETION: +2.2%

ITEM CHECKLIST

Crimson Sphere 5

Once the concert is over and the crew is back on the Celsius, head up to the Bridge for a few historical anecdotes told by Maechen. Buddy reports that Leblanc and her henchmen are waiting in the engine room. Eventually, they hand over **Crimson Sphere 5**.



Too bad. Now you won't get to see what's on Crimson Sphere 5 until the game's final chapter...



AIRSHIP CELSIUS

ACTION CHECKLIST



1. Discuss entry to the Farplane.



2. Speak to Shinra to view Crimson Report 5.



3. Rest on the Cabin level and overhear Brother's misery.



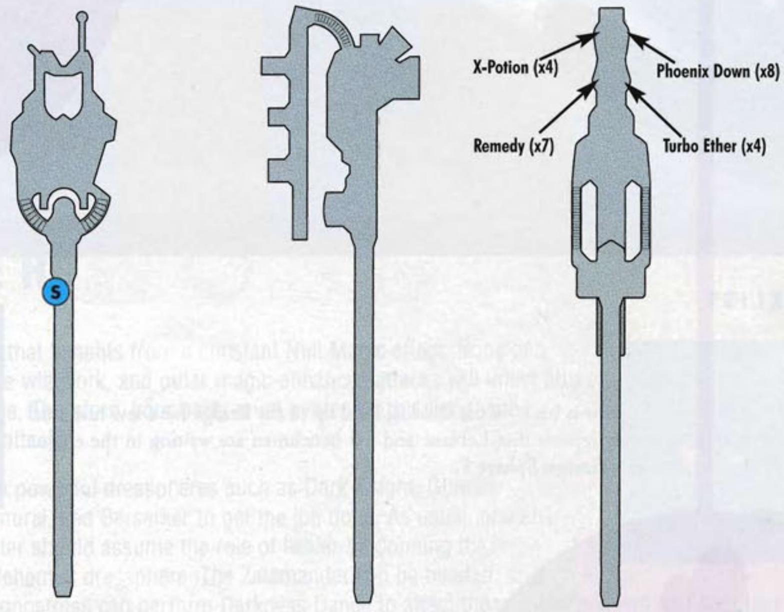
4. Speak to Buddy down in the engine room.

COMPLETION: +2.0%

ITEM CHECKLIST

- Phoenix Down (x8)
- Turbo Ether (x4)
- Remedy (x7)
- X-Potion (x4)
- Mascot Dressphere Ⓔ

MAPS



RESOLVE OF THE GULLWINGS

Any time you want to proceed to the Farplane, which is the final dungeon of the game where Vegnagun awaits, speak to Brother and tell him the location from which you would like to enter. The location you choose determines the shape of your path into the Farplane Abyss, as well as the items you can find along the route. It is strongly recommended that all of your characters reach level 60 and above before proceeding to the Farplane.



Brother will fly you to the Farplane any time you wish to go.

"EPISODE COMPLETE" TIME

Naturally, if you skip to the Farplane now you will miss out on a ton of completion percentage. Speak to Buddy at the helm and almost every location in Spira will light up as a Hotspot. The main goal of Chapter 5 is to visit every location and obtain an "Episode Complete!" When these words appear on-screen, it means you have completed every possible mission in an area and resolved all the situations there. After obtaining an "Episode Complete" for every place in Spira except Bevelle, return to the bridge and obtain the **Mascot** dressphere. Although humorous in appearance, this is one of the best dresspheres with the broadest range of skills.



The navigation menu starts with Hotspots in every area. Knock them all out to acquire the last dressphere.

CELSIUS SCENES

If you rested at the Cabin level at least once during every chapter, return to the Cabin now and rest for a final time. Upon awakening, Yuna overhears Brother complaining about his unrequited love. Following this scene, head down to the Engine Room and speak to Buddy regarding the origin of the Gullwings. These scenes are available to view if you rested at the Cabin in every chapter.



ZANARKAND RUINS



ACTION CHECKLIST

1. 
View the new home of the monkeys.

2. 
Speak with Maechen one last time.

COMPLETION: +0.8%

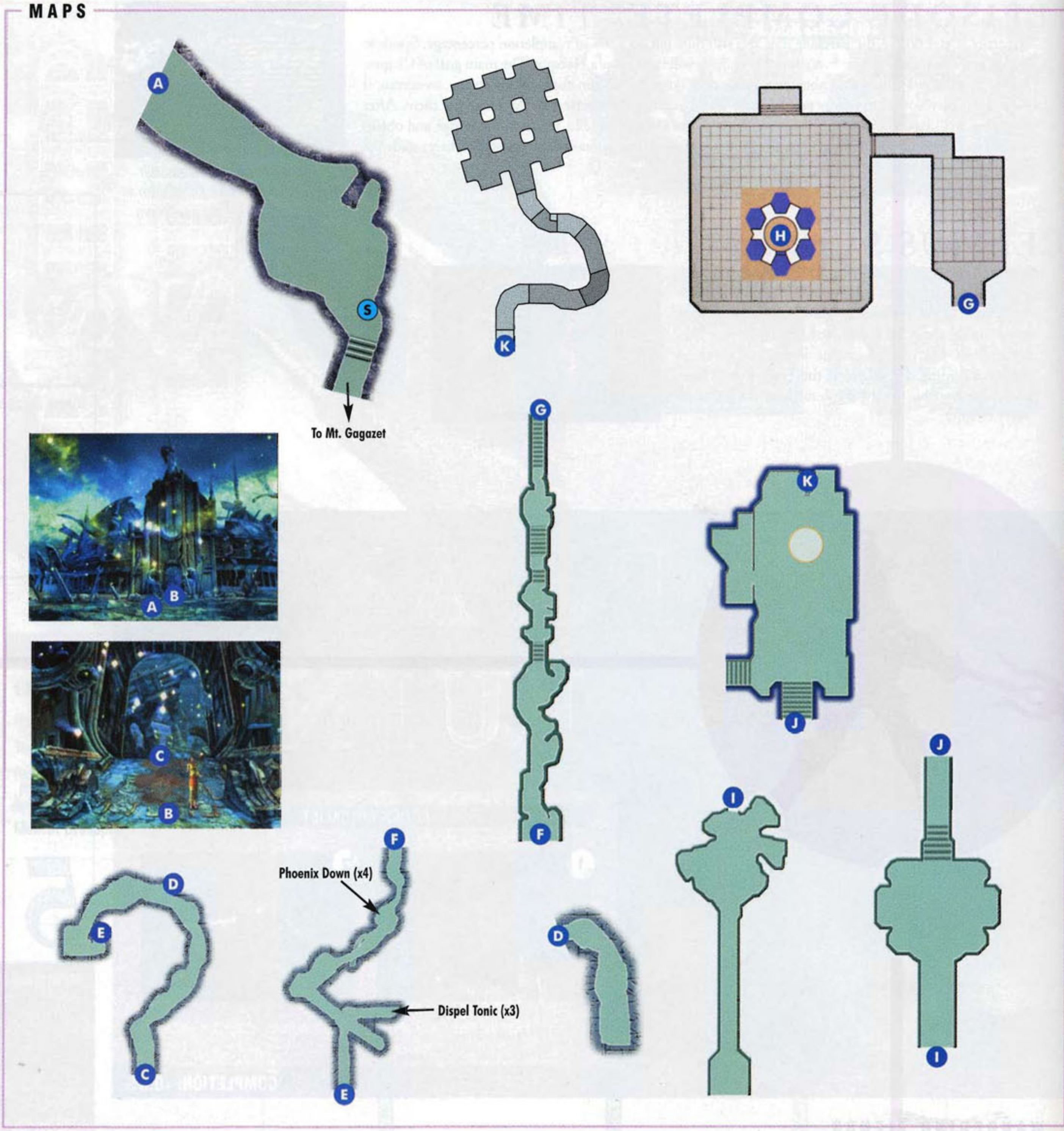
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ANOLE	734	1	70	Hi-Potion	Hi-Potion
FLAILING OCHU	9860	1	430	Remedy	Remedy
GUARDIAN BEAST	2886	1	200	Defense Veil	Amulet
GUCUMATZ	3720	1	173	Soft (x2)	Soft (x2)
IRONSIDE	8432	1	200	Shadow Gem (x2)	Stamina Tablet
MYCOTOXIN	810	1	83	Antidote (x2)	Antidote (x2)
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	62,	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion

***Appears only before defeating the Machina Panzer boss on the Thunder Plains.**

ITEM CHECKLIST

Dispel Tonic (x3)
Phoenix Down (x4)



THE NEW INHABITANTS

Zanarkand is one of the easiest areas to visit at the start of Chapter 5. Also, if you gave the sphere to New Yevon during Chapter 2, it's important that you speak to Isaaru at Zanarkand before heading to Bevelle. If you completed the monkey soulmate quest before the ending of Chapter 3, monkeys have driven off all the tourists. Episode Complete! If you were unable to complete the monkey soulmate quest, then better luck in your next game.



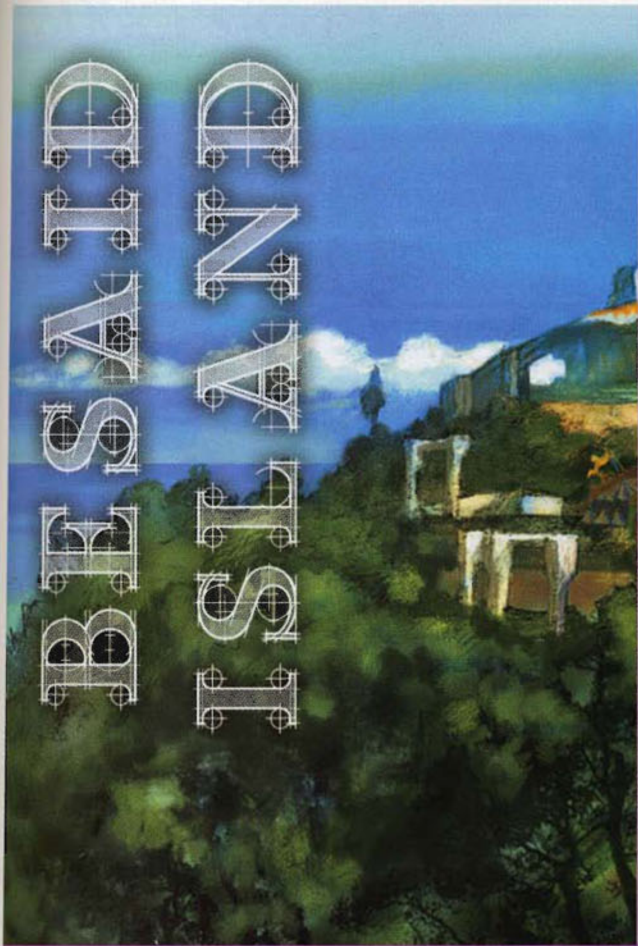
Monkeys have driven the tourists from the ruins, completing the game-long quest to preserve the sanctity of Zanarkand.

Maechen should be standing across from the Save Sphere. Speak to him and listen to his last story. Move toward the dome and speak with the former shopkeeper, then proceed toward the dome until you spot Isaaru on a higher ledge. Speak to Isaaru one last time. If you continue a short distance toward the dome, the party finds it sealed tight and you are offered an option to go directly back to the Save Sphere near the entrance of Zanarkand.



Isaaru finally gives up the tourist trade and decides to lead a more reverent life.

BESAID ISLAND



ACTION CHECKLIST



1. Follow Wakka into the village.



2. Speak to Wakka at the temple entrance.



3. Say goodbye to Beclem at the beach.



4. Give the War Buddy Sphere to Wakka.



5. Return to the village for a celebration.

COMPLETION: +1.8%

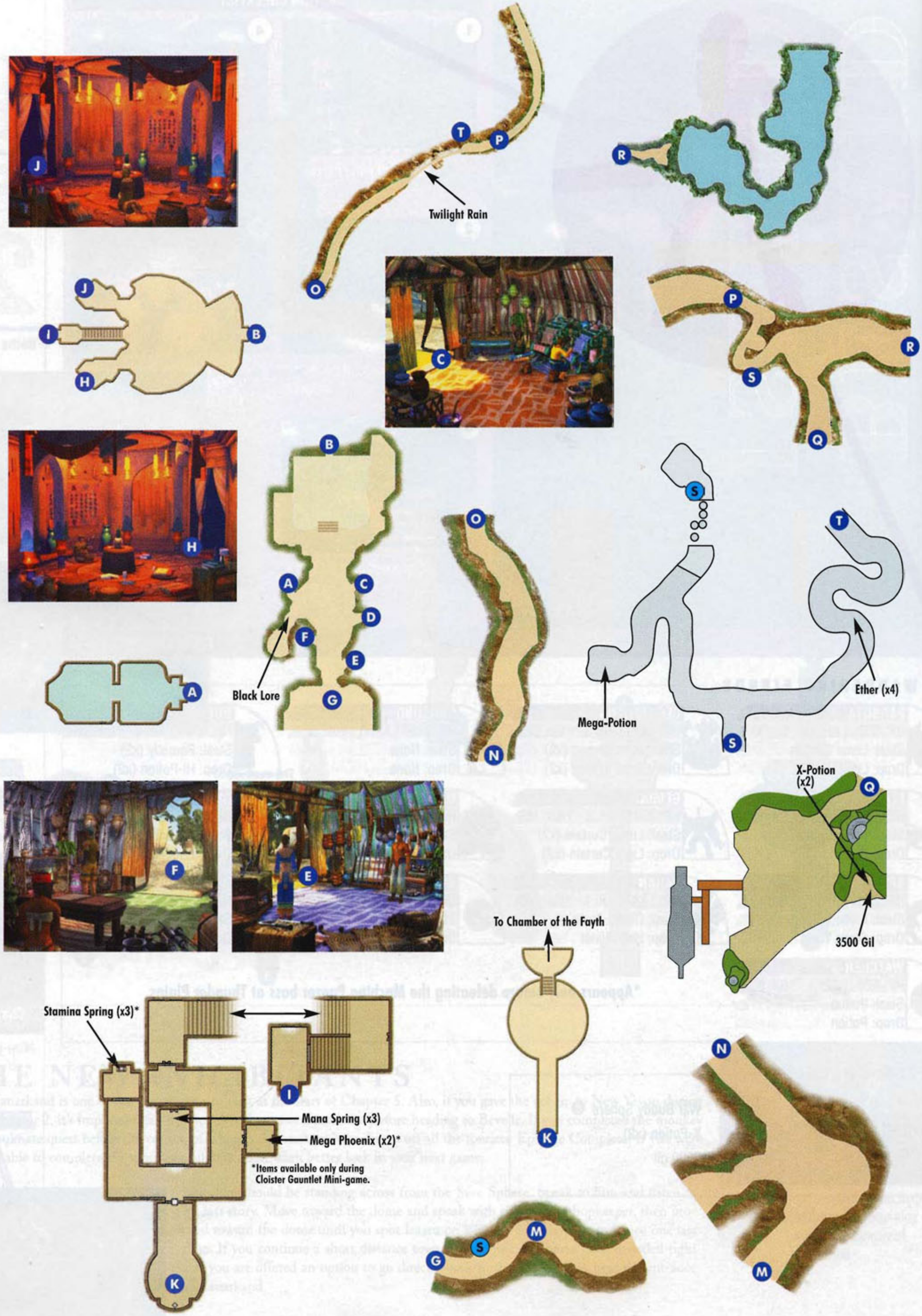
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CEPHALOTUS	1830	1	62	Echo Screen (x2)	Echo Screen (x2)
CHOCOBO	3890	0	0	None	None
DOLMEN	5320	1	320	Remedy (x2)	Hi-Potion (x2)
FLAME DRAGON	980	1	300	Hi-Potion	Red Ring
GEMINI	2044	1	153	Lunar Curtain (x2)	Light Curtain (x2)
MALBORO	5877	1	370	Hi-Potion	Remedy (x2)
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
SPINE DRAKE	2582	1	127	Arctic Wind	Arctic Wind
VARAN	1132	1	240	Dispel Tonic	Holy Water
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion

***Appears only before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

- Ether (x4)
- Twilight Rain
- Mega-Potion
- Black Lore
- War Buddy Sphere (E)
- X-Potion (x2)
- 3500 gil


Twilight Rain
Black Lore
Mega-Potion
Ether (x4)
X-Potion (x2)
3500 Gil
To Chamber of the Fayth
Stamina Spring (x3)*
Mana Spring (x3)
Mega Phoenix (x2)*
*Items available only during Cloister Gauntlet Mini-game.

WAKKA'S GIFT

Follow Wakka to the temple entrance and speak to him again there. Head to the beach and say goodbye to Beclem, who gives you the **War Buddy Sphere**. As you make your way back to the village, you'll find Wakka pacing around the statue at the highest part of the road outside Besaid. Hand the sphere to Wakka, then follow him back to the village for a celebration. Episode Complete!



Turns out Beclem isn't such a bad guy after all.

KILIKA ISLAND



ACTION CHECKLIST

1



Approach the gates at the north end of the port area.

2



Watch the citizens of Kilika reunite at the temple stairs.

COMPLETION: +1.0%

WANDERING FIENDS

ASSASSIN BEE
HP: 233 · AP: 1 · Gil: 48
Steal: Antidote
Drop: Antidote

CHOCOBO
HP: 3890 · AP: 0 · Gil: 0
Steal: None
Drop: None

DOLMEN
HP: 5320 · AP: 1 · Gil: 320
Steal: Remedy (x2)
Drop: Hi-Potion (x2)

IRONSIDE
HP: 8432 · AP: 1 · Gil: 200,
Steal: Shadow Gem (x2)
Drop: Phoenix Down

LEAGUE MAGE*2
HP: 1020 · AP: 1 · Gil: 130
Steal: Ether
Drop: Hi-Potion

LEAGUE MASTER*2
HP: 1732 · AP: 1 · Gil: 140
Steal: Phoenix
Down Drop: Ether

LEAGUE WARRIOR*2
HP: 422 · AP: 1 · Gil: 120
Steal: Hi-Potion
Drop: Hi-Potion

QUEEN COEURL
HP: 3270 · AP: 1 · Gil: 330
Steal: Phoenix Down
Drop: Phoenix Down (x2)

TAROMAITI
HP: 1782 · AP: 1 · Gil: 280
Steal: Antidote (x2)
Drop: Star Pendant

WATCHER-A*
HP: 624 · AP: 1 · Gil: 0
Steal: Potion
Drop: Potion

WATCHER-R*
HP: 620 · AP: 1 · Gil: 0
Steal: Potion
Drop: Potion

WATCHER-S*
HP: 620 · AP: 1 · Gil: 0
Steal: Potion
Drop: Potion

YEVON'S FINEST*1
HP: 1722 · AP: 1 · Gil: 140
Steal: Holy Water
Drop: Hi-Potion

YEVON STRIKER*1
HP: 1730 · AP: 1 · Gil: 140
Steal: Holy Water
Drop: Hi-Potion

YAU 71
HP: 3800 · AP: 1 · Gil: 94
Steal: Silence Grenade
Drop: Sleep Grenade

***Appears only before defeating the Machina Panzer boss at Thunder Plains.**

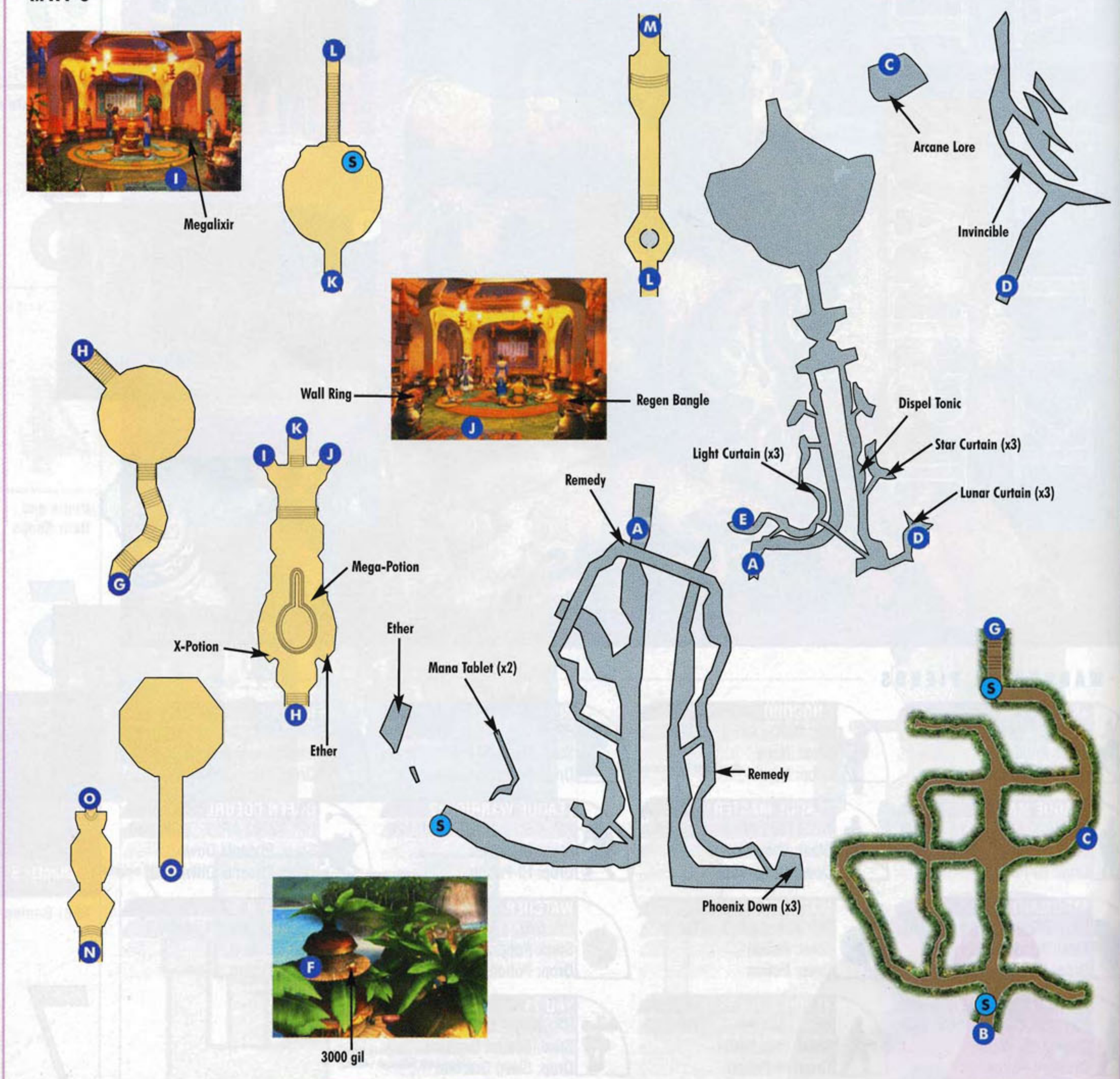
***1. Appears only if the Awesome Sphere was given to the Youth League at the start of Chapter 2.**

***2. Appears only if the Awesome Sphere was given to New Yevon at the start of Chapter 2.**

ITEM CHECKLIST

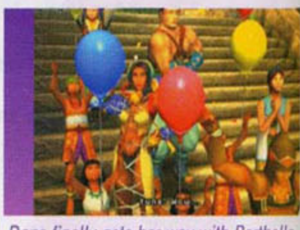
Ether	3000 gil	Megalixir
Mana Tablet (x2)	Arcane Lore	Wall Ring
Remedy	Tricks of the Trade Garment Grid E	Regen Bangle
Phoenix Down (x3)	Invincible	Cat's Bell
Dispel Tonic	Georapella Coins (x5)	Ether (x2)
Star Curtain (x3)	X-Potion	Turbo Ether (x2) or Samurai Dressphere
Lunar Curtain (x3)	Mega-Potion	Wizard Bracelet
Light Curtain (x3)	Ether	

MAPS



OPENING THE GATES

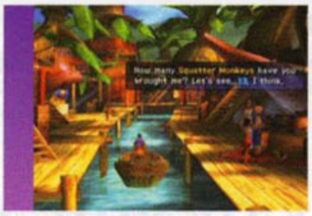
Head to the second portion of the port area, where the citizens are demanding that the guard open the gate and allow access to the temple. Run through the forest to the temple stairs, where Dona and Barthello reunite. Episode Complete!



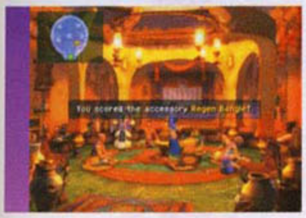
Dona finally gets her way with Barthello.

KILIKA EXTRAS

There are several reasons to return to Kilika a second time after gaining the "Episode Complete." If you have not completed the quest to find the Squatter Monkeys in the woods, you may do so now. When all 13 are discovered, speak to the woman in blue standing on the east dock in the first port area to receive the **Chaos Maelstrom Garment Grid**.



Last chance to find those crazy monkeys!



Kilika Temple is now a virtual storehouse of great items and accessories to collect.

The temple is full of treasure chests containing valuable items and accessories. In the last chamber just before the Chamber of the Fayth, the chest in the center of the room holds the **Samurai dressphere** if you failed to obtain it during Chapter 3. If you did pick up the Samurai Dressphere previously, the chest holds a **Turbo Ether (x2)** instead.

INVINCIBLE

There is a secret item at Kilika that you can now obtain. During all the chapters, there is a man on the deck of the boat docked on the east side of the second port area who is observing the progress of the construction on the Youth League base with a sphere recorder. If you spoke to this man during each chapter and viewed the base through his sphere camera each time, speak to him again in Chapter 5. After viewing the base, the man offers to send you over to the base via a ferryman.



View the base three times: Once in Chapters 1, 3 and 5 to be offered a ferry ride to the base.



Use the Guide Map to locate the chest containing a powerful accessory.

The only problem is, you must view the whole scene at the base through the lens of the sphere camera. Turn on the Guide Map if you've been playing with it off. On the guide map, you will notice a white X, which is the ferryman, who will take you back to the port when you are through. The yellow square indicates the location of a chest containing the accessory **Invincible**. This accessory enables the character wearing it to inflict more than 9999 HP damage with an attack or spell!

You may also notice a yellow X moving around the docks at the base. Run after and catch a small child, who will bribe you to go away with **5 Georapella Coins**.

LUCA



ACTION CHECKLIST

1



Search the south side of the bridge near the exit to find a hidden moogle.

2



Follow the moogle back to the west dock outside Luca stadium.

COMPLETION: +0.6%

ITEM CHECKLIST

Light Curtain (x3)

SEASON OF THE BLITZ

Blitzball becomes available when the Gullwings enter Luca for the first time during Chapter 5. Even for those who are familiar with the game from *FINAL FANTASY X*, there are a whole lot of new things to learn. Please refer to the "Blitzball" section in the "Mini-Games" chapter for more information.



Blitzball is a challenging sport and a time-honored tradition in Luca.

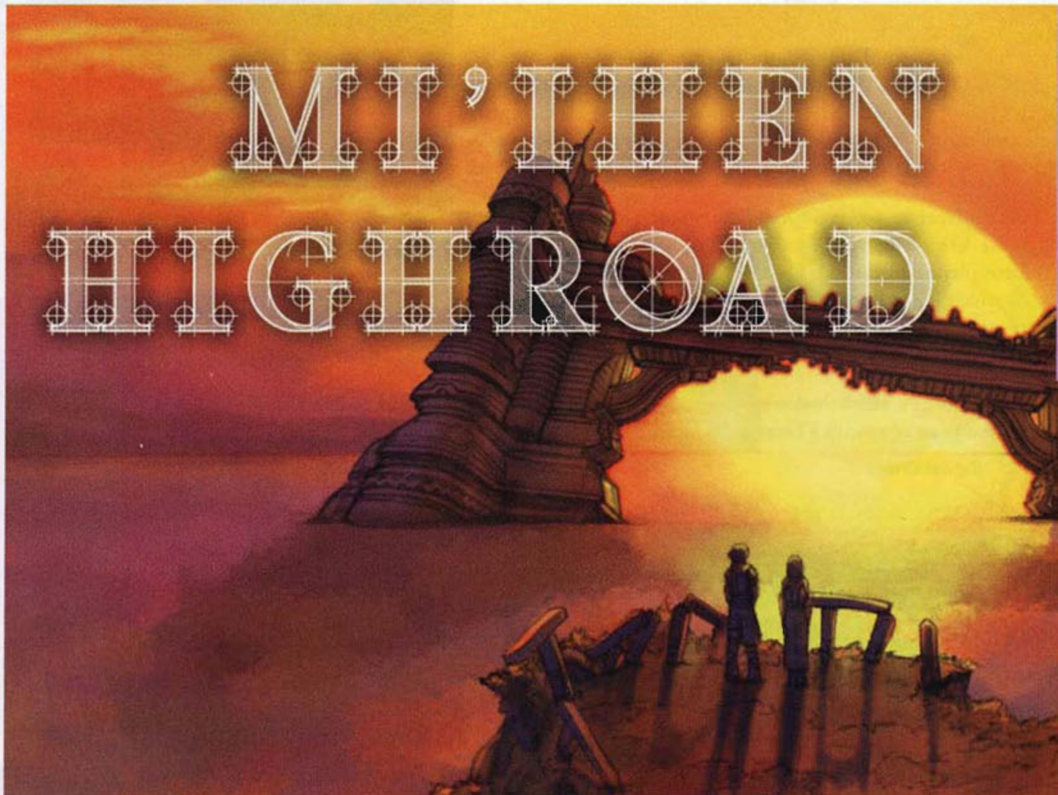
PLACE OF POIGNANCY

On the bridge leading to the exit of Luca, move toward the edge of the balcony, just below the Save Sphere, to trigger a scene where Yuna discovers a moogle that no one else can see. Follow the moogle back through Luca to the stadium, and then to the west dock where a ship is harbored. When Yuna is finished reliving her memories, Episode Complete!



The invisible moogle leads Yuna back through Luca to the docks.

MI'IHEN HIGHROAD



ACTION CHECKLIST

1



Help Rin determine the culprit in the great Mi'ihen Mystery.

COMPLETION: +0.2%

WANDERING FIENDS

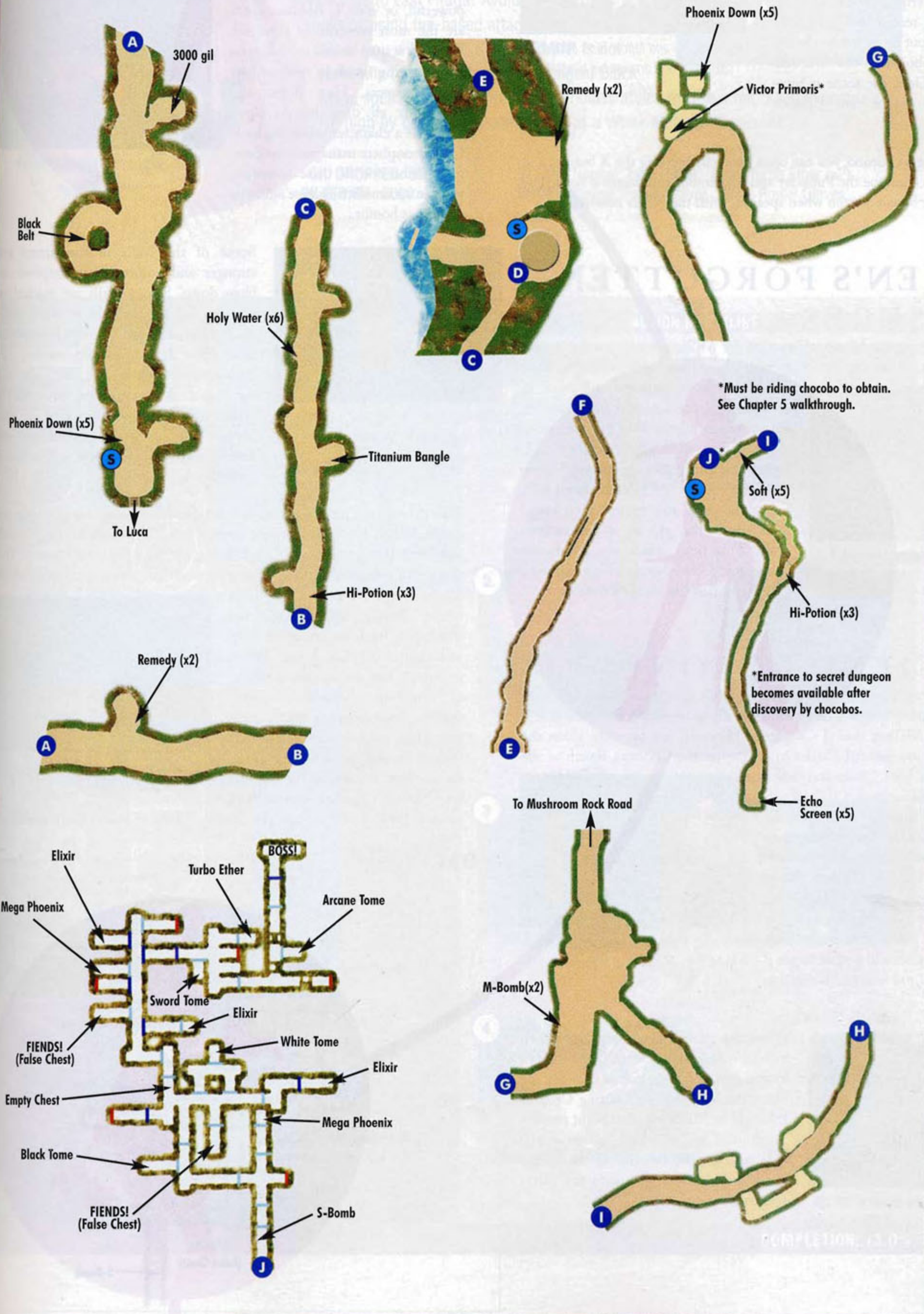
Fiend	HP	AP	Gil	Steal	Drop
AKA MANAH	6322	1	670	Remedy (x2)	Pretty Orb
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
CEPHALOTUS	1830	1	62	Echo Screen (x2)	Echo Screen (x2)
CREEPER	1974	1	80	Hi-Potion	S-Bomb
EPITAPH	17433	1	330	Remedy	Remedy (x2)
FLAN ROJO	1220	1	125	Bomb Core	Bomb Core
HEXAPOD	2805	1	80	Hi-Potion	L-Bomb
HUG BUG	2350	1	80	Hi-Potion	M-Bomb
LICH	3444	1	330	Hi-Potion	None
MYCOTOXIN	810	1	83	Antidote (x2)	Antidote (x2)
PEREGRINE	735	1	44	Hi-Potion	Hi-Potion
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
ZU	9338	1	164	Phoenix Down	Phoenix Down (x2)
KING VERMIN!	39857	1	3500	Turbo Ether	Power Gloves

***Appears only before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Phoenix Down (x5)	Hi-Potion (x3)	Phoenix Down (x5)	Hi-Potion (x3)
Black Belt	Titanium Bangle	Victor Primoris	Echo Screen (x5)
3000 gil	Holy Water (x6)	M-Bomb (x2)	
Remedy (x2)	Remedy (x2)	Soft (x5)	

MAPS



DETECTIVE RIN IS AT IT AGAIN!

Return to Mi'ihen via the airship or from the Luca entrance and a person will greet you. Rin is expecting you, and you can go directly to the Travel Agency. The clues you saw using the CommSpheres set up around Mi'ihen determine who's the culprit behind the recent incidents. Once Rin figures out the mystery, you can ride chocobos on the Mi'ihen Highroad. Once the scene is complete, you score an Episode Complete!



It's fun to try and follow Rin's deductive reasoning and answer his questions correctly.

While riding a chocobo, you can open chests by pressing the X button, and you can also continue the Publicity and Matrimony campaigns if needed by pressing the Square button when speaking with the NPCs involved.

MI'IHEN'S FORGOTTEN TREASURES

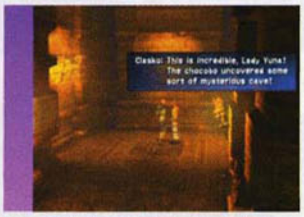
After obtaining the Mission Complete for Mi'ihen, return to the area to gather items. Ride a chocobo through the raised road area just south of the Mushroom Rock entrance, and pause at the gap depicted in the screenshot to the left. After waiting there for a few seconds, you will gain the option to jump to a higher level where your chocobo will open a chest to obtain a **Phoenix Down (x5)**. Leave the area and return, then stand immobile in the gap for a few seconds again. This time, when you accept the option to go, the chocobo drops into the gorge to obtain the **Victor Primoris**.



The Victor Primoris allows Paine's Full Throttle dressphere to inflict more than 9999 HP damage.

THE FIEND COLONY

Just when you thought you've done every task imaginable on the Mi'ihen Highroad, along comes a new challenge. There is a secret dungeon that is available at Mi'ihen during Chapter 5. However, you can only access the dungeon if you assisted Clasko in setting up the Chocobo Ranch at the Calm Lands. Visit Clasko and raise a few chocobos to level 5. When you dispatch a chocobo to search for treasure, it is more likely to return to Clasko's ranch depending on how many you have at Clasko's ranch. Dispatch one or more high-level chocobos to Mi'ihen Highroad to search for items. Check in with Clasko every once in a while to see if the chocobo you sent to Mi'ihen has returned.



Dispatch chocobos from Clasko's place to Mi'ihen in search of the mysterious dungeon.

When the chocobo you sent to Mi'ihen returns, Clasko reports to Yuna that a strange new portal was found near the site where the hover wrecked during Chapter 3. Return to Mi'ihen at that point to see a green cloud near the Save Sphere in the wide area at the bottom of the gorge. Enter the cloud to dive into the secret dungeon.



The dungeon entrance appears near the Save Sphere at the bottom of the gorge.

Next to the entrance is a chest containing **S-Bombs**. Stone walls have sealed off many of the passages in the tunnels, and you can blow them open with bombs. As you move through the passages, stand next to wall sections and watch Yuna's skirt carefully. When her skirt flaps as if rustled by a light breeze, it means you've found a wall that can be blown open. Once you find a wall to blast, you must not only choose the appropriate type of bomb, but you must plant the right number of bombs at the same time, or you will be unsuccessful at blowing through the wall. Most walls are soft enough to be destroyed by setting five S-Bombs. However, if you run out of S-Bombs, switch to M-Bombs which are more powerful, or even L-Bombs, which are the most powerful of them all. The best way to obtain more bombs is by fighting fiends in random battles. Creepers, Hug Bugs, and Hexapods all drop bombs upon defeat. If a character using the Lady Luck dressphere manages to successfully Bribe one of these monsters, you can accumulate massive amounts of various bombs.



Set bombs on walls to open new passageways.



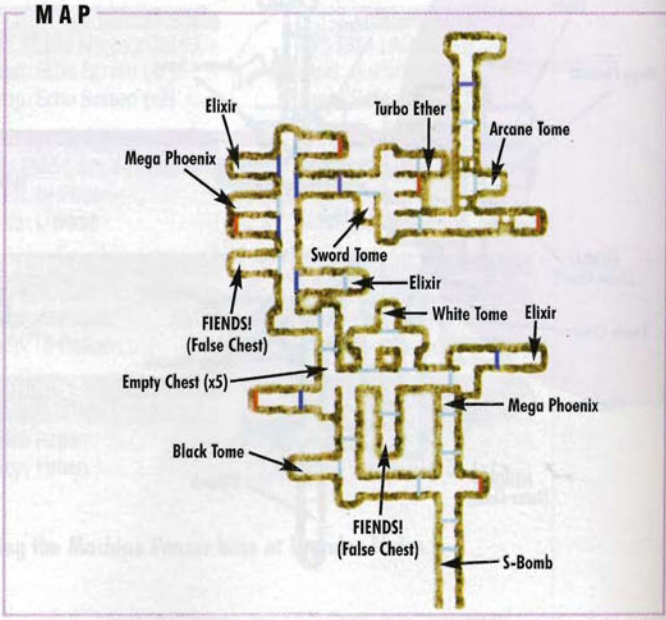
Damaging the wrong wall results in a battle with a merciless Epitaph.

Some of the walls in the tunnel are stronger and require more firepower to blow down. Strong walls are marked in blue on the map, and the strongest walls are marked in purple. Use five S-bombs to blow down light blue walls, use five M-Bombs to blow down dark blue walls, and use nine L-Bombs to blow down purple walls. Avoid the walls marked in red, because they are trap walls. When you attempt to blow down these walls, you are forced to fight Epitaphs.

Blast through the tunnels and collect the awesome accessories located in the chests. Watch out for chests that contain fiends. It's possible that you will win extra items and bombs by blowing up walls with proficiency. The chances of obtaining items by destroying walls drops as you proceed further in the cave. Also, don't equip a Charm Bangle. Instead, fight the insect-like fiends in the area to keep your bomb supplies going. When you reach the northernmost chamber, the boss of the fiend colony appears. After defeating the monster, you return back outside the colony with all the walls reset. Collect all the items before moving on to face the boss. Defeating the monster and clearing the fiend colony completely, nets a **Font of Power Garment Grid**.



Fantastic items await in the secret chambers behind thin walls.



KING VERMIN! BOSS FIGHT

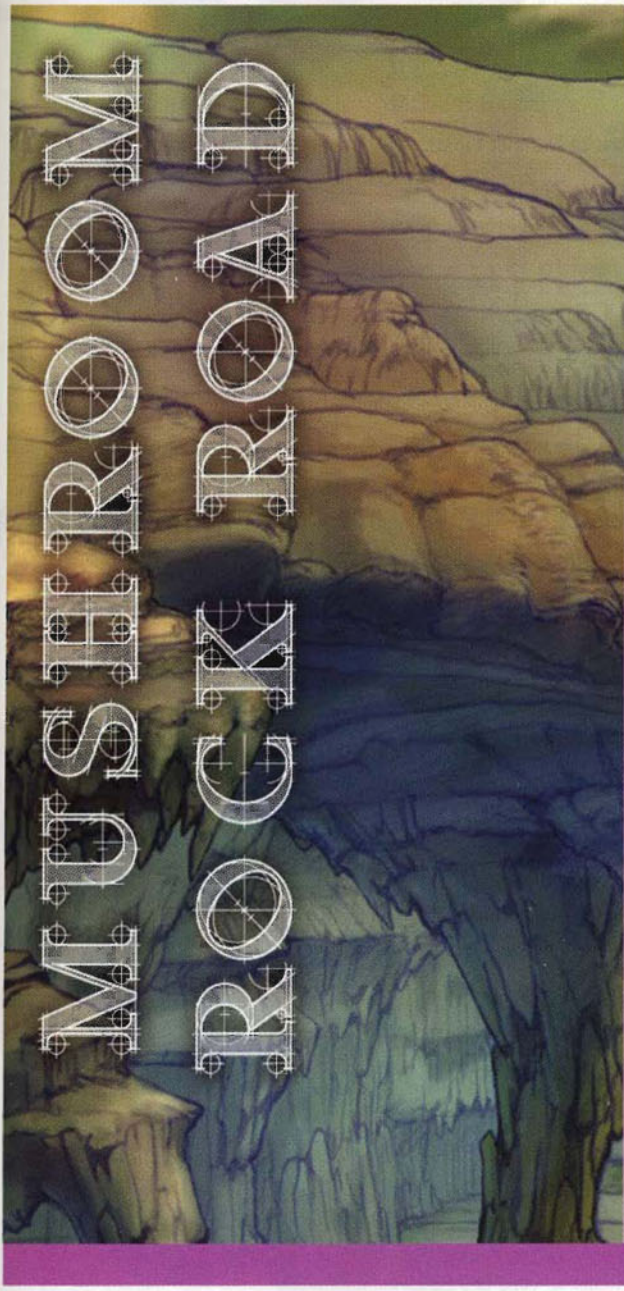


The king of the colony is a creature that loves fire. It loves to use it and it loves to eat it. Equip your characters with accessories and Garment Grids with the Fire Eater ability, and King VERMIN! will handle all your healing for you whenever it tries to cast Firaga! Avoid casting fire spells or using fire-based attacks on the monster or you will heal it. King VERMIN! is not especially tough, so use your strongest Black Mage spells and a Dark Knight's Darkness attack to take it out. Keep everyone's HP high by designating one person as a White Mage or Alchemist.



GIL DROPPED: 3500
PILFER GIL: 2000

STEAL: Normal: Turbo Ether Rare: Turbo Ether (x2)
DROP: Normal: Power Gloves Rare: Power Gloves



ACTION CHECKLIST

1



Allow the anxious Youth League members to take out their aggressions through battle.

2



Speak with Lucil on the observation deck behind Youth League Headquarters.

3



Return to the Celsius and watch "Deathseeker."

4



Open the sealed door in the Den of Woe.

5



Proceed to the back of the sealed cave so that Paine can face her demons.

6



Fight duels against your allies.

7



Unite to defeat the shadows of the past.

COMPLETION: +3.0%

Characters
1
Garment Grids & Dresspheres
2
Battle System
3
Accessories
4
Items and Item Shops
5
Walkthrough
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Mini-Games
7
Fiends and Enemies
8

WANDERING FIENDS

ARCHAEOTHYRIS
HP: 1332 AP: 1 Gil: 110
Steal: Eye Drops (x2)
Drop: Eye Drops (x2)

CRIMSON SHADOW
HP: 2020 AP: 1 Gil: 30
Steal: Phoenix Down
Drop: Hi-Potion

DOLMEN
HP: 5320 AP: 1 Gil: 320
Steal: Remedy (x2)
Drop: Hi-Potion (x2)

ELMA (CH5)
HP: 4882 AP: 2 Gil: 500
Steal: Healing Spring (x2)
Drop: Chocobo Feather (x2)

GUCUMATZ
HP: 3720 AP: 1 Gil: 173
Steal: Soft (x2)
Drop: Soft (x2)

LEAGUE MAGE
HP: 1020 AP: 1 Gil: 130
Steal: Ether
Drop: Hi-Potion

LEAGUE MASTER
HP: 1732 AP: 1 Gil: 140
Steal: Phoenix
Down Drop: Ether

LEAGUE SLASHER
HP: 1650 AP: 1 Gil: 140
Steal: M-Bomb
Drop: Hi-Potion

LEAGUE VETERAN
HP: 1720 AP: 1 Gil: 100
Steal: M-Bomb
Drop: Hi-Potion

LEAGUE WARRIOR
HP: 422 AP: 1 Gil: 120
Steal: Hi-Potion
Drop: Hi-Potion

LICH
HP: 3444 AP: 1 Gil: 330
Steal: Hi-Potion
Drop: None

LUPUS
HP: 1262 AP: 1 Gil: 80
Steal: Hi-Potion
Drop: Hi-Potion

SPINE DRAKE
HP: 2582 AP: 1 Gil: 127
Steal: Arctic Wind
Drop: Arctic Wind

WATCHER-A*
HP: 624 AP: 1 Gil: 0
Steal: Potion
Drop: Potion

WATCHER-R*
HP: 620 AP: 1 Gil: 0
Steal: Potion
Drop: Potion

WATCHER-S*
HP: 620 AP: 1 Gil: 0
Steal: Potion
Drop: Potion

YAIBAL
HP: 4330 AP: 1 Gil: 100
Steal: Chocobo Feather
Drop: Muscle Belt

LUCIL
HP: 7324 AP: 2 Gil: 220
Steal: Chocobo Feather
Drop: Circlet

RIKKU
HP: 7800 AP: 3 Gil: 200
Steal: Bushido Lore
Drop: Black Lore

PAINE
HP: 9200 AP: 3 Gil: 200
Steal: Sword Lore
Drop: Champion Belt

BARALAI (CH5)
HP:12220 AP: 5 Gil: 200
Steal: Nature's Lore
Drop: Crystal Ball

GIPPAL
HP:14800 AP: 5 Gil:5000
Steal: White Lore
Drop: Kaiser Knuckles

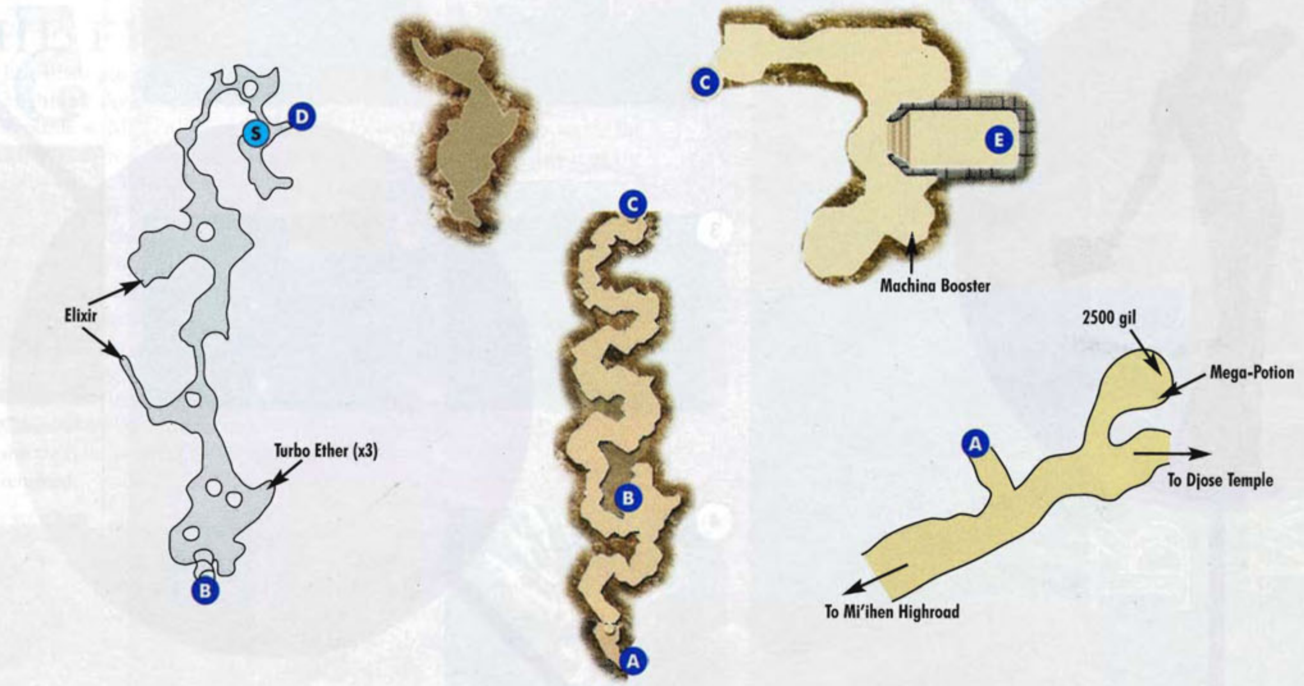
NOOJ
HP:23800 AP:10 Gil:30000
Steal: Arcane Lore
Drop: Magical Dances Vol. I

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Mega-Potion	Turbo Ether (x3)	Elixir	Crystal Bangle
2500 gil	Elixir	Machina Booster	Nooj's Sphere E

MAPS



WAR: NOW FOR FUN AND EXERCISE

If you sided with the Youth League, speak to members at the entrance of Mushroom Rock Road. Restless now that the thought of impending war has subsided, the warriors desire a challenge. When ready, speak to Yaibal to accept a challenge against the first group of contenders from the Youth League. Follow Lucil through Mushroom Rock Road, encountering sets of Youth League soldiers at various points. You must fight six sets of Youth League soldiers, and Elma is in the final set. When you clear all six, you must fight Lucil. After that, Episode Complete!



Remember to use items to recover between each set of League warriors.

LUCIL — BOSS FIGHT



HP: 7324 MP: 370 EXP: 370 AP: 2

Lucil isn't too difficult to fight at this extremely late stage of the game. Take down her HP quickly with your strongest spells and attacks (such as a Dark Knight's Darkness ability). The real challenge is that Lucil will attempt to cast Doom on each party member in fairly rapid succession. For this reason, take her down quickly to avoid death, although an Alchemist with the Mega-Phoenix Stash ability should be able to recover the party if needed.

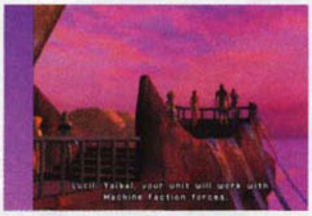


GIL DROPPED: 220
PILFER GIL: 3000

STEAL: Normal: Chocobo Feather Rare: Chocobo Feather (x2)
DROP: Normal: Circlet Rare: Circlet

ALL ACCESS AT MUSHROOM ROCK

The Gullwings return to the Celsius automatically when the last mission at Mushroom Rock is complete. Return to the area and navigate around, collecting the items contained in the chests in the ravine as well as near the headquarters. You can now enter the headquarters and move about. Meet Lucil on the rear observatory area, and she will give you **Nooj's Sphere**. Return to the Celsius and view the recording on the sphere, titled "Deathseeker."



With access to all parts of Youth League HQ, speak to Lucil on the rear balcony to receive a new sphere.

OPEN THE DEN OF WOE

Upon collecting the last two Crimson Spheres during Chapter 5, return to the Den of Woe in the gorge and examine the door. There are no items inside the Den, so proceed directly east to the large area. When the pyreflies overwhelm the party with their feelings, Yuna must take on each of her friends in separate single-character duels. Before taking on this short quest, it is strongly recommended that you equip Yuna with the Thief dressphere or the Treasure Hunt Garment Grid bearing the Mug ability, as your pyrefly-infected allies have some really good accessories to steal. Because Yuna will be fighting alone, boost her Defense by equipping accessories and Garment Grids to maximize her status.



All 10 Crimson Spheres will open the door to the Den of Woe.

RIKKU — BOSS FIGHT



HP: 7800 MP: 92 EXP: 800 AP: 3

Rikku fights just as hard and fast as any thief would. Snatch her valuable items and knock her down fast with your most fearsome attacks. Use Hi-Potions to recover if needed.



GIL DROPPED: 200
PILFER GIL: 3000

STEAL: Normal: Bushido Lore Rare: Bushido Lore
DROP: Normal: Black Lore Rare: Black Lore

PAINE — BOSS FIGHT



Paine's attacks are slightly more powerful than Rikku's, so don't hesitate to use an X-Potion to recover if needed. Attack her quickly and mercilessly with your most powerful skills, and she should succumb almost as quickly as Rikku does.



GIL DROPPED: 200
PILFER GIL: 300

STEAL: Normal: Sword Lore Rare: Sword Lore
DROP: Normal: Champion Belt Rare: Champion Belt

BARALAI — BOSS FIGHT



The pyreflies have done a good job of creating an illusion of Baralai, because this battle will greatly remind you of the encounter at Bevelle. Baralai uses new attacks to drain MP and silence spellcasters, so it will be extremely difficult to rely on magic. Heal every round in preparation to survive his swinging staff attacks. Attack quickly and furiously with your best physical assaults.



GIL DROPPED: 200
PILFER GIL: 300

STEAL: Normal: Nature's Lore Rare: Nature's Lore
DROP: Normal: Crystal Ball Rare: Crystal Ball

GIPPAL — BOSS FIGHT

All in all, fighting Gippal is a lot like fighting Baralai with a few exceptions. Spell-casting should prove more effective against Gippal. Although he inflicts Silence with Hush Grenade attacks, he does so infrequently. Have an Alchemist or White Mage heal on each turn, because Gippal frequently causes lots of damage to the entire party with his attacks. As his HP drops, he performs Bullseye more frequently and also causes lots of damage with Mortar. Basically, you need to take him from 5000 HP to 0 HP in as little a time as possible. Use strong attacks like Flare spells and a Dark Knight's Darkness ability. Whatever you do, pilfer gil from Gippal before the end of the battle, because nabbing up to 15000 gil in one shot is pretty nice.





GIL DROPPED: 5000
PILFER GIL: 15000

STEAL: Normal: White Lore Rare: White Lore
DROP: Normal: Magical Dances, Vol. I Rare: Magical Dances, Vol. I

NOOJ — BOSS FIGHT



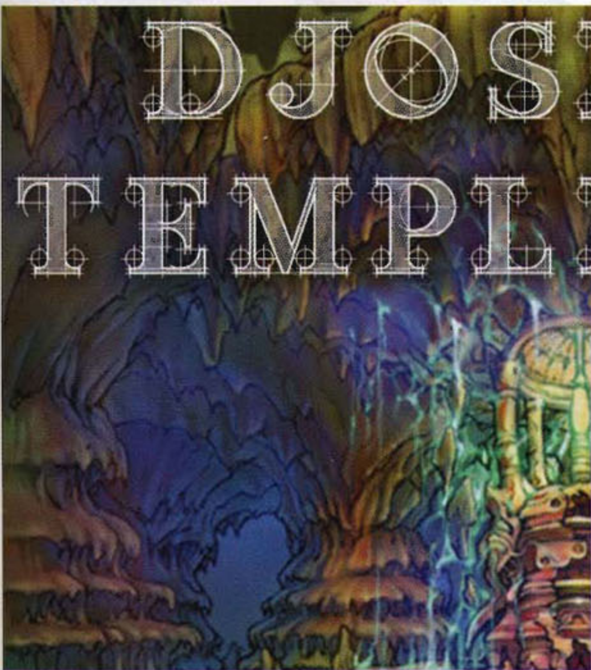
A healer should be working overtime yet again as you enter this battle. Nooj uses devastating gun attacks that can cause more than 1500 HP damage to a single character, and his Greedy Aura ability will siphon MP from all of your characters at once. Like the other shadows before, spell-casting will be difficult. Take down Nooj with your strongest attacks such as a Dark Knight's Darkness ability, or the regular attacks of the Samurai, Berserker, or Warrior. Also, use the Pilfer Gil ability, considering how much money you stand to make in a single swipe. Keep the entire party's HP high throughout the battle, because when Nooj drops below 3000 HP, he begins performing a rather nasty attack that can cause 5000 HP damage to your entire party. Anyone who survives this attack should use a Mega Phoenix immediately, followed by a Mega-Potion.



GIL DROPPED: 30000
PILFER GIL: 20000

STEAL: Normal: Arcane Lore Rare: Arcane Lore
DROP: Normal: Magical Dances, Vol. I Rare: Magical Dances, Vol. I

DJOSE TEMPLE



ACTION CHECKLIST

1


Defeat the Al Bhed's experimental new machine at reduced levels.

2


After digging up enough parts in Bikanel Desert, fight the Experiment again at its highest levels.

COMPLETION: +0.8%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ARCHAEOTHYRIS	1332	1	110	Eye Drops (x2)	Eye Drops (x2)
ASSASSIN BEE	233	1	48	Antidote	Antidote
CHOCOBO	3890	0	0	None	None
DOLMEN	5320	1	320	Remedy (x2)	Hi-Potion (x2)
GREATER DRAKE	1819	1	140	Fire Gem	Fire Gem
LEAGUE MAGE*1	1020	1	130	Ether	Hi-Potion
LEAGUE MASTER*1	1732	1	140	Phoenix Down	Ether
LEAGUE SLASHER*1	1650	1	140	M-Bomb	Hi-Potion
LEAGUE VETERAN*1	1720	1	100	M-Bomb	Hi-Potion
LEAGUE WARRIOR*1	422	1	120	Hi-Potion	Hi-Potion
LICH	3444	1	330	Hi-Potion	None
RUKH	12850	1	530	Phoenix Down (x2)	Phoenix Down (x2)
TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
EXPERIMENT	18324	40	0	Turbo Ether	Elixir

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

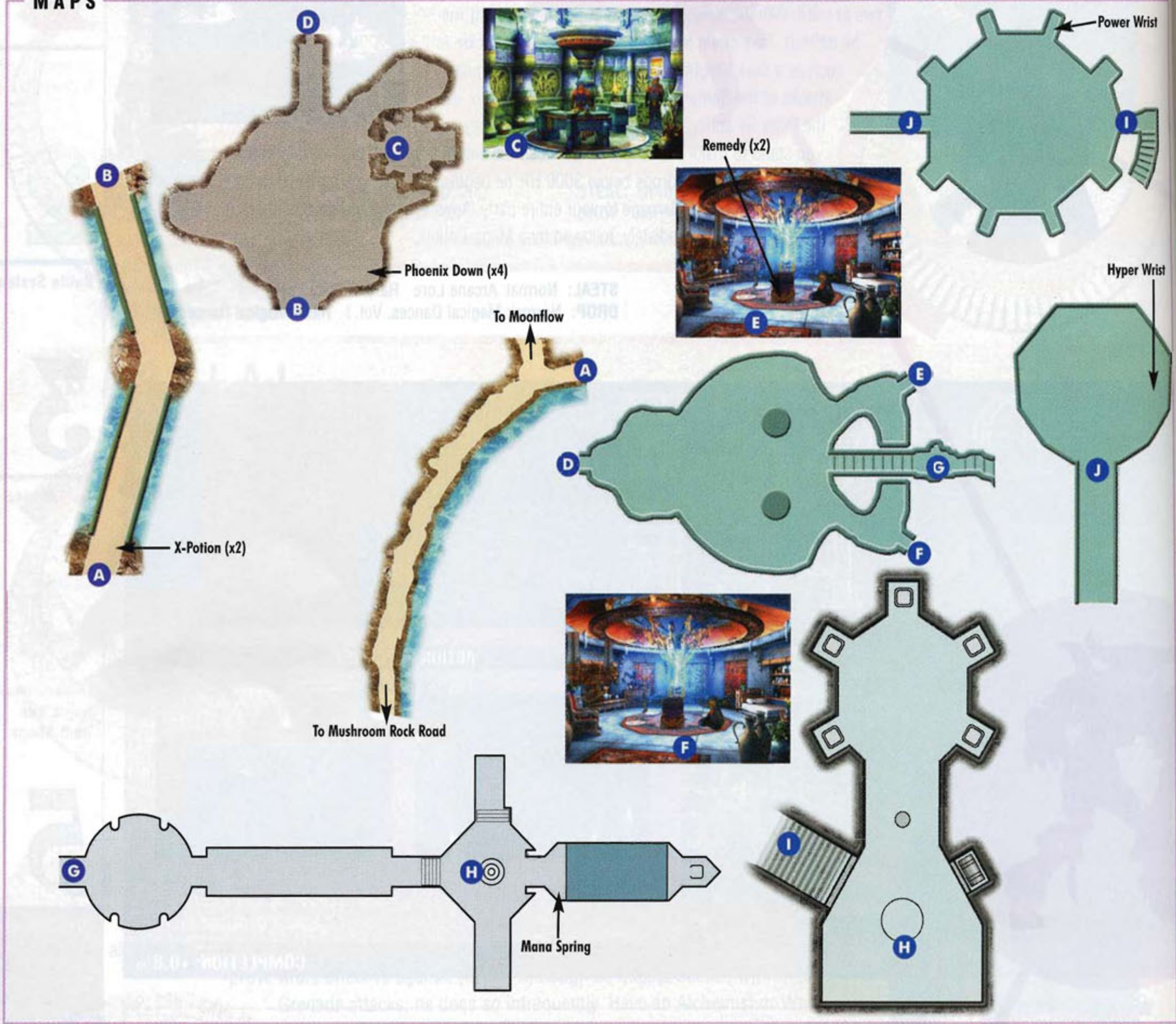
***1. Appears only if the Awesome Sphere was given to New Yevon at the start of Chapter 2.**

ITEM CHECKLIST

Phoenix Down (x4)	Mana Spring	Hyper Wrist
X-Potion (x2)	Soul Spring	*Al Bhed Primer E
Remedy (x2)	Power Wrist	

***Only if you haven't mastered Al Bhed.**

MAPS



THE AL BHED'S TECHNICAL CHALLENGE

Enter the temple and the Al Bhed will encourage you to challenge the new machine they've assembled. To complete the episode at Djose, you must defeat the machine once at its initial levels, then defeat it again when the machine is at its highest levels. The levels of the Experiment are dependent on the number of machina assembly items excavated from Bikanel Desert. Defeat the boss at its highest level to obtain an Episode Complete and the **Magical Dances, Vol. II,** which enables a Songstress to learn Magical Masque.



The Al Bhed are just dying to find worthy adversaries to test out their new machine.

RAISING THE EXPERIMENT'S LEVEL

As stated, the Attack, Defense and Special levels of the Experiment are dependent on the number of machina assembly items dug up in the Bikanel Desert. To obtain an Episode Complete! at Djose, fight the Experiment once in its weaker form, then fight it again when all levels have reached level 5. For this reason, it is important to not dig too often at Bikanel Desert until Chapter 5.



The technician displays the levels of the Experiment before you fight the machine in the Chamber of the Fayth.



Remember that you can view the parts you've acquired through digging by checking the kiosk in the south chamber inside Djose Temple.

After defeating the Experiment the first time, head to Bikanel and begin digging for Attack Assembly, Defense Assembly, and Special Assembly items of the A, S, and Z varieties. The game gives various points each time you find one of these items, and the points are each tallied to determine the level of the Experiment's Attack, Defense, and Special. For instance, if you have 1 Attack Assembly Z, 6 Attack Assembly S and 8 Attack Assembly Z, then multiply each quantity by the number of points it's worth denoted in the points table (refer to the right) to get the equation (1 x 5) + (6 x 3) + 8, which equals a total of 31 points. Referring to the status level table, you can see that 31 points brings the Experiment's Attack level up to level 4. Just find a few more parts, and the Experiment's Attack level should reach the maximum of level 5.

POINTS PER ASSEMBLY TYPE

TYPE	POINTS
Z	5
S	3
A	1

STATUS LEVEL PER POINT RANGE

POINTS	LEVEL
0 - 3	1
4 – 9	2
10 – 19	3
20 – 37	4
38+	5

REPAIRING THE EXPERIMENT

Before you can take on the Experiment again, you must help the Al Bhed get their machine back in shape. After you defeat the Experiment once, key items called repair manuals can be found by talking to certain individuals and by searching other places around Spira. Upon obtaining a repair manual, return to the Chamber of the Fayth at Djose and give it to the technician standing next to the Experiment. The machine will be repaired immediately and you can fight it again.



Repair manuals enable you to take on the Experiment again, but you only get five more chances.

Each time you want to fight the Experiment, you'll need another repair manual. Conserve your manuals wisely, because only five are available in the whole game. The repair manuals are located in the following places:

- Speak to the man in the room with all the pedestals on the second floor of Djose Temple. When he asks for the password, enter "MARNELA". He will give you the repair manual in return.
- Speak to the man seated on the floor in the north chamber inside Djose Temple.
- There are three monkeys jumping up and down in the area behind the reception building outside Djose Temple. When all three monkeys jump at the exact same time, press the X button to receive a repair manual.
- At the north end of the Mi'ihen Highroad, near the entrance to Mushroom Rock Road, there is a machina standing between Prophet and some empty wagons. Examine the machina to receive a repair manual.
- In the secret dungeon at the Calm Lands (explained in the Calm Lands section), there is a chest that contains a repair manual at the opposite end of the dungeon from the starting point.

EXPERIMENT BOSS FIGHT

The difficulty of this boss is determined by the Attack, Defense, and Special levels listed by the Al Bhed technician before this battle. The Attack level indicates how badly the physical blows and rocket attacks of the machina will damage your characters. At level 5, these attacks are devastating but your party can quickly recover if a White Mage casts Curaga on the entire party, or if an Alchemist mixes a Mega-Potion. The Special level of the Experiment determines which attacks it will use in battle. At level 5, Lifeslicer will kill one of your characters instantly by doing damage equivalent to the character's HP. You cannot protect against this attack, but since the Experiment cannot perform it frequently, you can recover easily by using a Phoenix Down. When the Experiment's Defense is at level 5, your normal attacks and even spells will do less than half their normal damage. The best ways to damage the Experiment effectively are with a Dark Knight's Darkness ability, or with a Gunner's Cheap Shot or Tableturner ability. Therefore, the best party will include at least one Dark Knight and one Gunner, with the third person functioning as a healer. Use the listed attacks repeatedly until the Experiment finally crumbles.

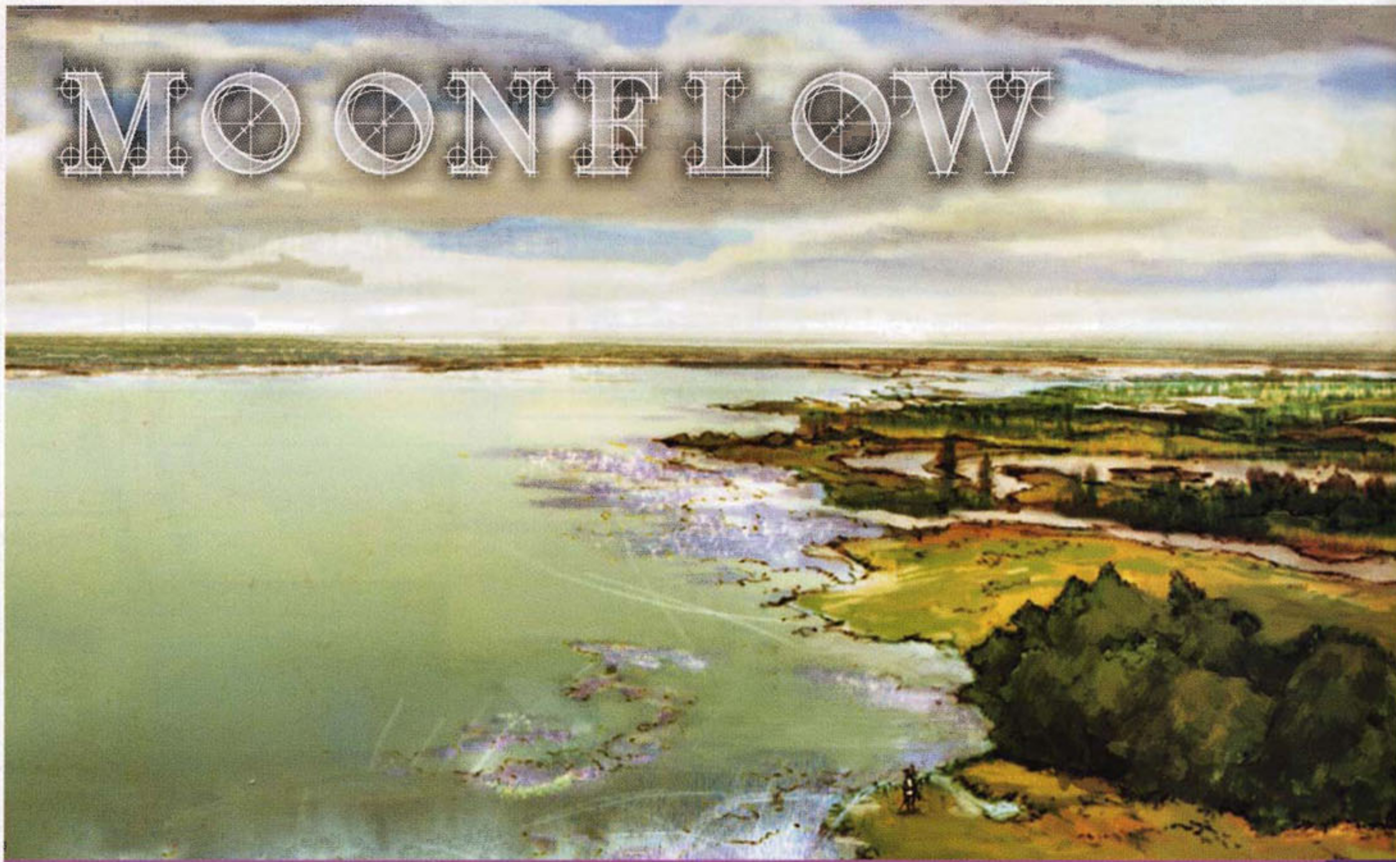




GIL DROPPED: 0
PILFER GIL: 5000

STEAL: Normal: Turbo Ether Rare: Turbo Ether
DROP: Normal: Elixir Rare: Elixir

MOONFLOW



COMPLETION: +0.4%

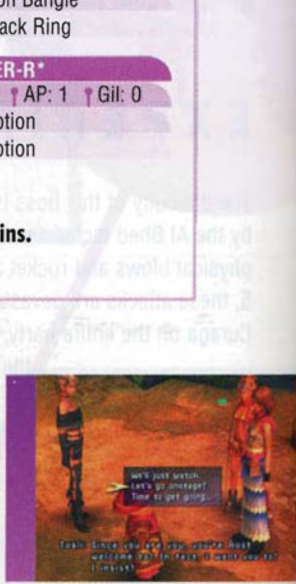
WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ARCHAEOTHYRIS	1332	1	110	Eye Drops (x2)	Eye Drops (x2)
BALIVARHA	3688	1	230	Hi-Potion (x2)	Fire Gem
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
BLACKGUARD	760	1	42	Phoenix Down	Potion
CHOCOBO	3890	0	0	None	None
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
RUFFIAN	1480	1	250	Grenade	Potion (x2)
SHELL SHOCKER	4700	1	780	Iron Bangle	Black Ring
TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
VARAN	1132	1	240	Dispel Tonic	Holy Water
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

MUSIC BY THE MOONFLOW BANKS

Obtaining an Episode Complete! at the Moonflow is a game-long task. If you failed to complete all of the Moonflow missions and the musician gathering mission at Macalania, all you can do is watch Tobli's final show. However, if you completed all the missions at Moonflow, sold all 10 tickets and gathered the musicians from Macalania, Tobli's show draws a larger crowd. Speak to Tobli and agree to participate in the show. While you watch, you can change the camera angle to view the girls sitting in their various positions onstage. Press the Circle button when done to see the Episode Complete! indicator.



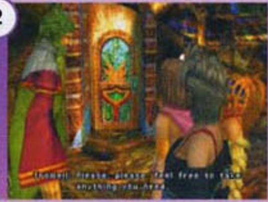
Check in with Tobli to see if you've done enough to deserve an Episode Complete!

GUADOSALAM

ACTION CHECKLIST

1

Join in on the celebrated return of the Guado to their home.

2

Speak to Tromell.

3

Return to the airship to watch "Yevon's Secret."

COMPLETION: +1.2%

WANDERING FIENDS


ARCHAEOTHYRIS
HP: 1332 AP: 1 Gil: 110
Steal: Eye Drops (x2)
Drop: Eye Drops (x2)


BASCINET
HP: 1342 AP: 1 Gil: 110
Steal: Hi-Potion
Drop: Hi-Potion


BLUE ELEMENTAL
HP: 363 AP: 1 Gil: 180
Steal: Dragon Scale
Drop: Dragon Scale


QUEEN COEURL
HP: 3270 AP: 1 Gil: 330
Steal: Phoenix Down
Drop: Phoenix Down (x2)

ITEM CHECKLIST

Baralai's Sphere
Key to Success, Crystal Ball or Kaiser Knuckles *
Tempered Will Garment Grid

***Dependent upon Moonflow events.**

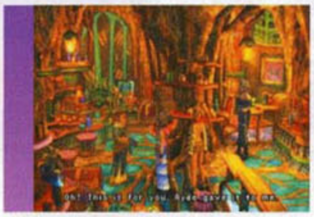
RETURN OF THE GUADO

If you defeated Garik Ronso at Mt. Gagazet and gathered the musicians in Macalania Woods, the Guado will have now returned to Guadosalam. Join the troupe in the central area, and speak to Tromell a second time to receive an "Episode Complete!"


If you succeed in helping the Guados return to their home, then it's Episode Complete! for you!

THE GUADO'S MEMORIES

Return to Guadosalam a second time and speak to Tromell outside the door that won't open. You can now go inside the house that has been locked throughout the entire game and speak to a Guado youth. If you previously advised Lian and Ayde on the Thunder Plains, he will speak of meeting them and turn over the **Tempered Will Garment Grid**. In a chest inside this room is **Baralai's Sphere**. Return to the Celsius and speak with Shinra to view the sphere, which contains some rather shocking revelations about the praetor.


The Guado are finally ready to share their long-kept secrets.

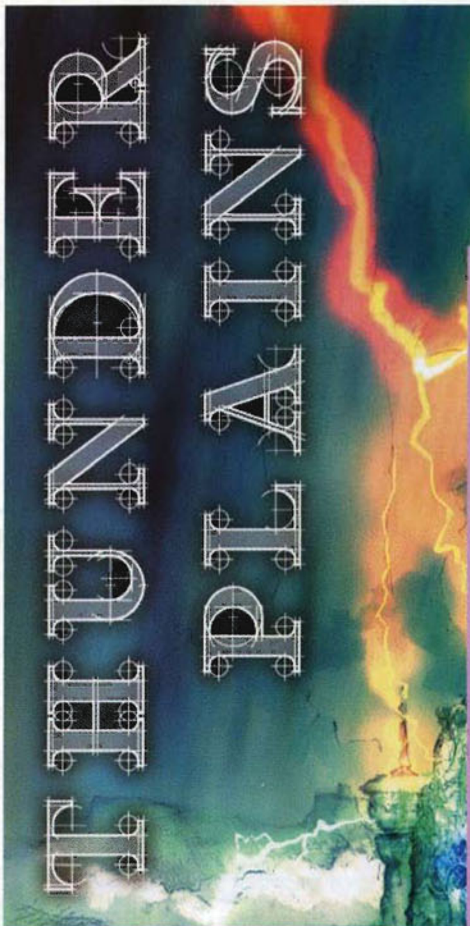
A GIFT LEFT BY TOBLI

Inside Tobli's house, a chest contains a valuable item. The item in the chest changes depending on whether you completed all of the missions at the Moonflow perfectly, and whether you defeated Garik at Mt. Gagazet during Chapter 3. If you did not complete the mission at Gagazet during Chapter 3, but successfully competed all the Moonflow missions, the item will be the **Key to Success** accessory. If you completed the Ronso Youth uprising mission as well as all the moonflow missions, the item will be a **Kaiser Knuckles** accessory. If you defeated Garik but did not complete the Moonflow missions perfectly, the item will be a **Crystal Ball**. The Key to Success is one of the best accessories in the game, which may make you question your decision to suppress the Ronso Youth uprising.


The item found at Tobli's house changes depending on your actions at the Moonflow and Mt. Gagazet.

GUADOSALAM ITEM SHOP (CHAPTER 5)

ITEM	COST
Potion	50
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Pearl Necklace	4000
Favorite Outfit	4000
Angel Earrings	5000
Gold Anklet	5000
Mute Shock	15000
Dream Shock	15000
Blind Shock	15000
Venom Shock	15000



THUNDER PLAINS



ACTION CHECKLIST

1. 
Defeat the fiend attacking each lightning tower.

2. 
Survive the Humbaba's assault.

3. 
Find Cid in the secret cave.

4. 
Defeat the Machina Panzer, which has been studying your moves.

5. 
Talk to Cid on the airship's Deck.

6. 
Return to the Bridge to watch the confrontation between Cid and Brother.

COMPLETION: +1.0%

WANDERING FIENDS

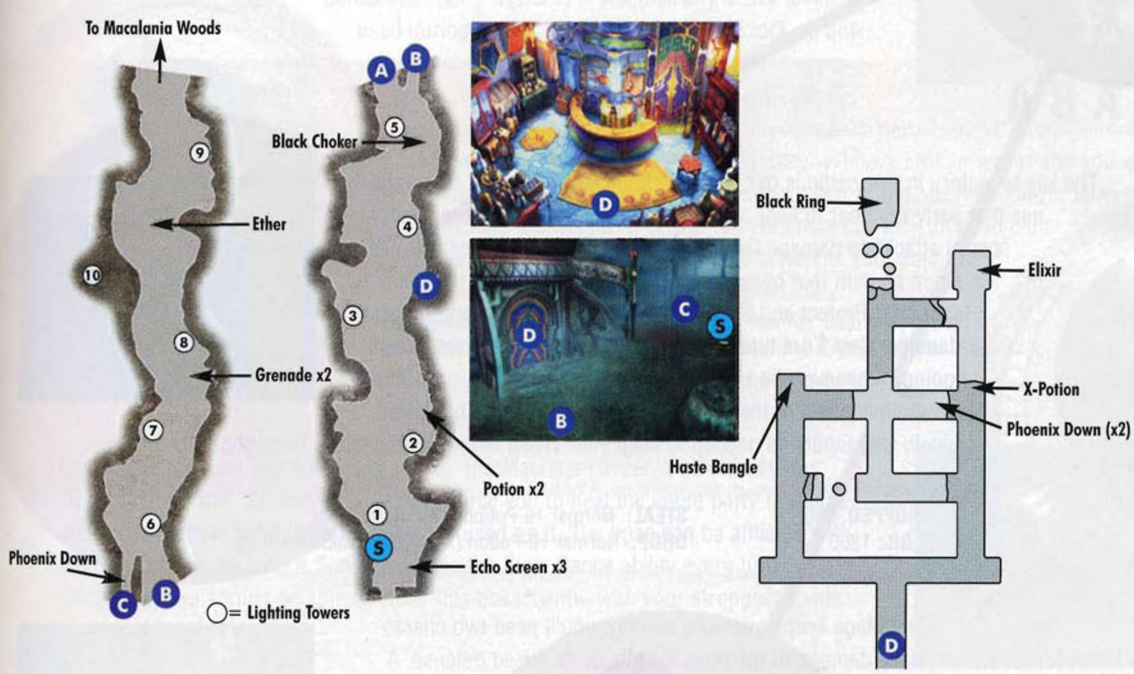
Fiend	HP	AP	Gil	Steal	Drop
AKA MANAH	6322	1	670	Remedy (x2)	Pretty Orb
ANOLE	734	1	70	Hi-Potion	Hi-Potion
ARCHAEOTHYRIS	1332	1	110	Eye Drops (x2)	Eye Drops (x2)
ARMET	788	1	74	Lunar Curtain	Light Curtain
ASSASSIN BEE	233	1	48	Antidote	Antidote
BALIVARHA	3688	1	230	Hi-Potion (x2)	Fire Gem
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
CHOCOBO	3890	0	0	None	None
FLAN ROJO	1220	1	125	Bomb Core	Bomb Core
GEMINI	2044	1	153	Lunar Curtain (x2)	Light Curtain (x2)
GIGAS	2290	1	180	Hi-Potion	None
IRONSIDE	8432	1	200	Shadow Gem (x2)	Stamina Tablet
MALBORO	5877	1	370	Hi-Potion	Remedy (x2)
RHYOS	4360	1	310	Lightning Gem	Lightning Gem
SPINE DRAKE	2582	1,	127	Arctic Wind	Arctic Wind
TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
VARAN	1132	1	240	Dispel Tonic	Holy Water
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
ASSAULT MACHINA	4477	1	180	M-Bomb	Silence Grenade
KILLER MACHINA	4222	1	180	M-Bomb	Darkness Grenade
MACHINA LEADER	2774	1	120	S-Bomb	Sleep Grenade
MACHINA SOLDIER	3048	1	120	S-Bomb	Sleep Grenade
MACHINA STRIKER	6722	1	400	L-Bomb	L-Bomb (x3)
HUMBABA	27772	1	550	Hi-Potion (x2)	Hi-Potion (x4)
MACHINA PANZER	30500	10	10000	Oath Veil	Crystal Bangle

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Remedy	Sleep Grenade (x2)	Talisman
X-Potion (x2)	Valiant Lustre Garment Grid	Corpus Invictus
Ochre Ring	Diamond Gloves	Nature's Lore
Budget Grenade (x2)	Hyper Wrist	Salvation Promised Garment Grid
Turbo Ether (x2)	Mystery Veil	Force of Nature

MAPS



CALIBRATION CRISIS

Fiends are attacking the lightning towers on the Thunder Plains. To complete this mission, run up to each Rhyos and engage it in battle. After defeating each creature, a treasure chest appears next to its corresponding lightning tower. The content of each chest depends on your highest score in calibrating each lightning tower during Chapters 2 and 3. For example, when you defeat the Rhyos near tower 1, the item is an Elixir if you managed to calibrate the tower with a score of 30. If your highest score is 5, you only receive an Ether. Use the table to determine what prizes are available for each chest.



It's time to reap the rewards of your efforts in calibrating those towers.

LIGHTNING TOWER ITEMS FOUND IN CHESTS LEFT BY RHYOS ENEMIES

TOWER	PRIZES PER NUMBER OF CALIBRATIONS 0 – 5	6 – 14	15 – 24	25 – 29	30
1	Ether	Ether (x2)	Turbo Ether	Turbo Ether (x2)	Elixir
2	X-Potion	Mega-Potion (x2)	Elixir	Elixir	Megalixir
3	Mega Phoenix	Mega Phoenix	Elixir	Elixir	Megalixir
4	Power Wrist	Black Belt	Hyper Wrist	Power Glove	Champion Belt
5	Silver Bracer	Hypno Crown	Gold Bracer	Pixie Dust	Regal Crown
6	Yellow Ring	Lightning Gleam	NulShock Ring	Ochre Ring	Electrocutioner
7	Blue Ring	Watery Gleam	NulTide Ring	Cerulean Ring	Short Circuit
8	Red Ring	Fiery Gleam	NulBlaze Ring	Crimson Ring	Freezerburn
9	White Ring	Icy Gleam	NulFrost Ring	Snow Ring	Sublimator
10	Tetra Band	Tetra Gloves	Tetra Guard	Tetra Bracelet	Ribbon

LEADER OF THE PACK



Move toward the red arrow on the on-screen map to locate the tenth tower.

When you've defeated the enemies standing next to nine of the lightning towers, the girls notice that the lighting continues to strike. There's a tenth tower across a stream on the west side of the north plains area (Tower 10 from the calibration mini-game). Run back toward the Travel Agency, moving along the west side of the area, until the Gullwings notice the tower they haven't checked yet. Make sure the party is at full HP and MP and ready to fight before checking out this tower, because a powerful boss protects it.

HUMBABA — BOSS FIGHT





The key to victory in this battle is to have one character as a White Mage and use that party member to heal, while the others use Black Mage spells or special attacks to damage the boss. A White Mage will probably need to equip an item that raises her MP substantially. Have the White Mage cast Protect and Shell to reduce both physical and magical damage. Cast Cure type spells as necessary to keep the party going. Whenever the Humbaba casts Mighty Guard, cast Dispel to remove a few of the positive effects the creature has given itself. Use Ethers as needed to keep your White Mage casting spells throughout the battle.

GIL DROPPED: 550
PILFER GIL: 1800

STEAL: Normal: Hi-Potion (x2) Rare: Ether
DROP: Normal: Hi-Potion (x4) Rare: NulShock Ring



While your White Mage keeps everyone healthy, you'll need two characters who can cause heavy damage to the boss in spite of its raised defense. A Dark Knight and a Gunner can damage the Humbaba significantly with their Darkness and Cheap Shot abilities, respectively. Avoid the use of lightning attacks, which the fiend likes to absorb to replenish its HP. The important part of this battle is to keep everyone's HP as high as possible. When the Humbaba dies, it attempts to take your party with it by casting Meteor. If your party members' HP are low, they might die at the end of the battle.

SECRET CAVE OF THE THUNDER PLAINS

Following the boss fight, a hole appears at the base of one of the lightning towers and an Al Bhed offers to take you into the hole. This leads to a secret cave below the Thunder Plains. First, grab the item from the chest that the Humbaba left behind, equip all your characters to protect them from Poison and Thunder magic, and then speak to the Al Bhed again.



Follow the red arrow on the on-screen map to Cid's location.

If you previously spoke to Cid at Zanarkand during Chapter 1 and told him that you were unhappy with his new business, then spoke to him again on the Thunder Plains, Cid will be in the cave. His position is represented on the on-screen map by a red arrow. Move down the long passage to the first opening on the right, and follow that passage south to the very bottom of the area. Head east and go up the next passage on the left to find Cid. Unfortunately, he is being stalked by a very powerful foe. Upon defeating this powerful foe, you receive an Episode Complete!



An Al Bhed offers to deliver you to the strange new hole that has opened on the Thunder Plains.

MACHINA PANZER BOSS FIGHT





The three Watchers appearing with the boss act as informants, relaying the information they've observed during your battles all across Spira. Using this info, the enemies will lock up your abilities to prevent you from using special attacks and abilities. The Machina Panzer will then mimic these abilities and use them to defeat your party. Watcher-A will lock any attack abilities used during battles, while Watcher-R will lock up any recovery abilities used when it was present in any battle, and Watcher-S will lock up special attacks used while it was present. However, if you maintained a steady habit of eliminating Watcher enemies first in every battle, they will have little to report and you will have an easier time using your abilities without fear of the Machina Panzer locking and mimicking them. Even if one of the Watchers can lock an action, just defeat it quickly before it gets a chance to report and scramble your abilities.

GIL DROPPED: 10000
PILFER GIL: 2500

STEAL: Normal: Oath Veil Rare: Oath Veil
DROP: Normal: Crystal Bangle Rare: Crystal Bangle



Even alone, without any abilities to mimic, the Machina Panzer is no slouch. Its "Gatling Gun" and "Sorcery Ray" attacks force you to heal the entire party frequently, and it will recover HP if lightning magic is used on it. The boss can be afflicted with the Slow status, so have a Songstress use the Slow Dance ability every turn. Otherwise, you should be able to strike this boss swiftly with your strongest spells.

THUNDER PLAINS PUZZLE CAVERN

Now that you've rescued Cid, the secret cave at the Thunder Plains features a challenging puzzle. As you've probably noticed, the cave is full of tough machina and random encounters occur quite often. The cave is a place where you can level up your characters and learn abilities in no time. However, while attempting to solve the puzzle, it is in your best interests to equip a Charm Bangle to prevent random encounters. Not only will this enable you to maintain a stronger concentration, but it will also make the puzzle easier to solve.



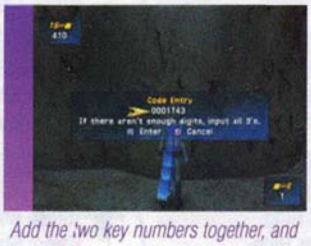
Make notes of the key numbers provided throughout this maze.



You can only open one of the chests that appear. With any luck, the chest you choose will open the next door.

Get something to write on, because you'll need to remember and add up a lot of numbers. Upon entering the cave, a brief explanation follows. The first of many key numbers appears in the lower-right corner of the screen. The top number in yellow indicates the number of the next secret door where you can use the key number. The number in white is the first of two key numbers that you must add together to determine the password for the secret door. Make a note of the door number and the key number, because you may be asked for this information later. After the key number disappears, two chests appear. You can only open one of the chests and then both will disappear. Opening the chest either reveals a helpful hint, opens the next door, or does nothing.

After viewing a key number, the secret door that you can use it on is highlighted on the on-screen map with a red arrow. Proceed to the secret door and examine it. More key numbers will appear on-screen. This time, the key number in the upper-left corner is the second key number for the door you are standing in front of. You must add the first and second key numbers to determine the passcode. In the bottom-right corner, the first key number for the next door you can open appears. Jot down the key number, as well as the number of the door it opens. Now add the first key number and the second key number together and input the sum to open the door. Be sure to jot down the sum total before proceeding, because you may be asked for this information to open another door.



Add the two key numbers together, and input the sum when examining the proper door.

When you open a secret door, two chests appear. Again, you can open one of the chests for a chance to obtain a helpful hint or even open the next door. If you're lucky enough to open the next secret door, the passcode that would have opened the door is displayed. Make a note of this number, because you may be asked to use it to open another door somewhere else.



Use the special walls at the four corners of the maze to track your progress.

Sometimes when a key number is displayed, it will appear as a math problem such as 56732 + 4532. You must add these two numbers together, then add the second key number(s) to these to open the next door. Sometimes the key numbers will not be displayed as integers. Instead of the key number, you may receive a clue such as "Amount of gil earned between entry and door 10" or "Number of battles since entry." These numbers can be looked up on the special walls in the three corners of the maze. The wall in the northeast corner keeps a record of how much gil you've earned from random battles since entering the maze. The wall in the southeast corner keeps track of the codes of every door you've opened thus far, and the one in the southwest corner keeps track of the number of battles you've fought since opening each door. However, if you enter the maze with a Charm Bangle equipped to prevent battles, then the amount of gil and the number of battles fought will always be 0. This is the best way to approach this puzzle, since it means there will be fewer numbers to remember.

Once you open all 16 doors, exit the cave and return for a second round. When you solve this puzzle twice, a chest appears in the north corridor that contains the **Force of Nature** accessory.

MACALANIA WOODS



ACTION CHECKLIST

1



Speak to the last remaining Guado in Macalania Woods.

2



Make one last visit to the spring across from the entrance to Bevelle.

3



Stop by the Travel Agency near the lake to see if O'aka is back at home.

COMPLETION: +0.6%

WANDERING FIENDS

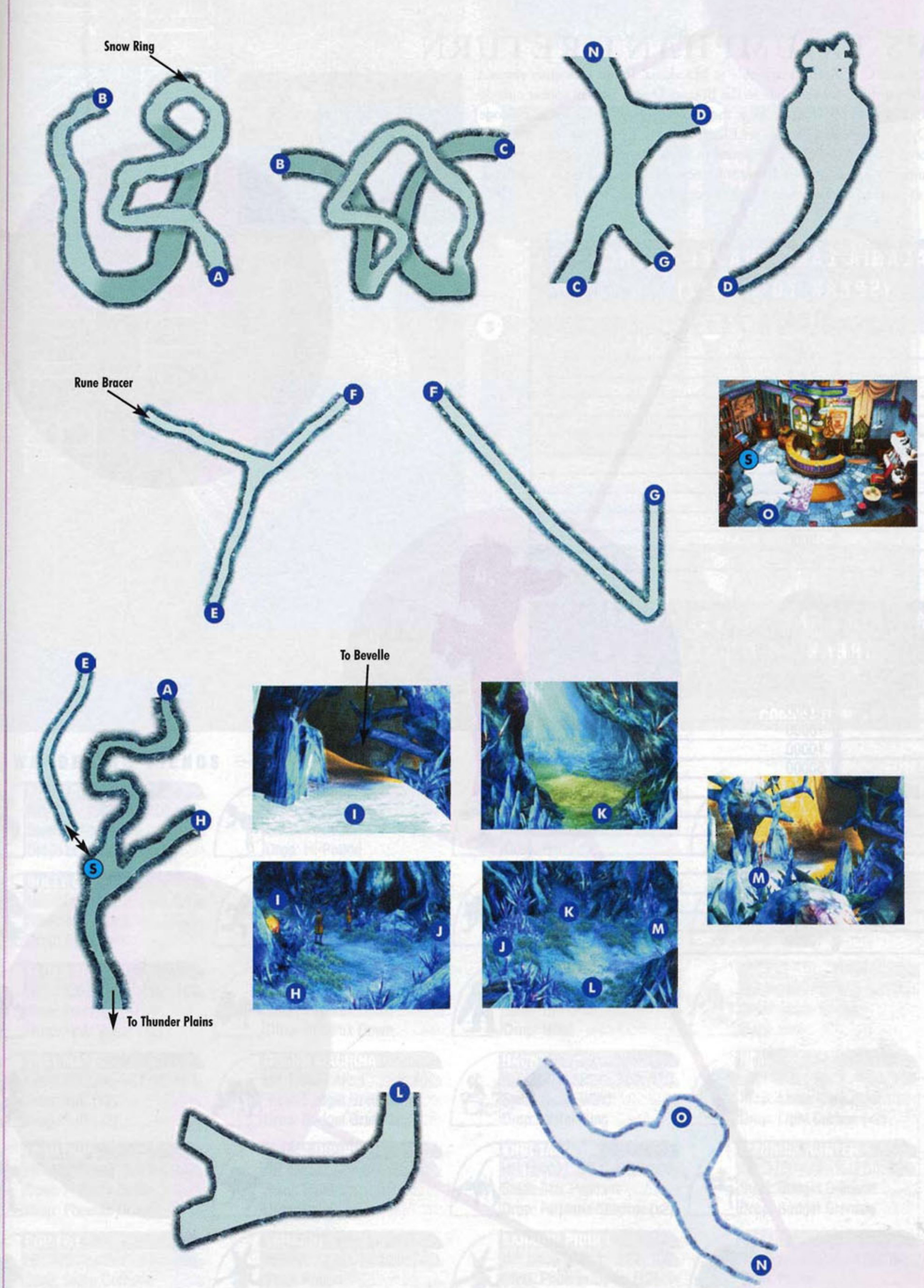
Fiend	HP	AP	Gil	Steal	Drop
AMORPHOUS GEL	973	1	380	White Ring	Blue Ring
BARBUTA	562	1	33	Lunar Curtain	Light Curtain
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
CHOCOBO	3890	0	0	None	None
DEEP HAIZHE	1030	1	40	Gold Anklet	Hi-Potion
DINICTUS	1873	1	88	Water Gem	Water Gem
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
LICH	3444	1	330	Hi-Potion	None
PROTEAN GEL	6680	1	380	Blue Ring	White Ring
TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
TENTACLES	2530	1	95	Phoenix Down	Phoenix Down
VARAN	1132	1	240	Dispel Tonic	Holy Water
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Snow Ring	Ray of Hope Garment Grid (E)
Rune Bracer	Elixir

MAPS



THE FADING WOODS

Return to the Sphere Spring, where your first meeting with Tromell took place. If you previously completed the missions to defeat Garik Ronso and to gather the musicians of Macalania, only a lone Guado will be standing off to the left at the rear of the area. Speak to this person to trigger an event, then head back to the entrance of the forest, continue east, and visit the other spring. Yuna asks for a moment alone, and then you'll receive an Episode Complete! and the **Ray of Hope Garment Grid**.



Find the last remaining Guado in the forest to trigger the first of the last two events.

O'AKA'S TRIUMPHANT RETURN

A second "Episode Complete!" is available at Macalania. If you previously rescued O'aka from debt or from his servitude in the Bikanel Desert, he will appear outside the Travel Agency with his brother. After the two argue, you'll receive an Episode Complete! Open the nearby chest for an **Elixir**, then head inside to view the awesome accessories now sold by O'aka. If anyone in Spira has a better list of items, it is probably Wantz. Each man offers a different list of items when you speak with them. Return here as soon as you have enough gil to purchase these awesome accessories!



Looks like O'aka's back in business.

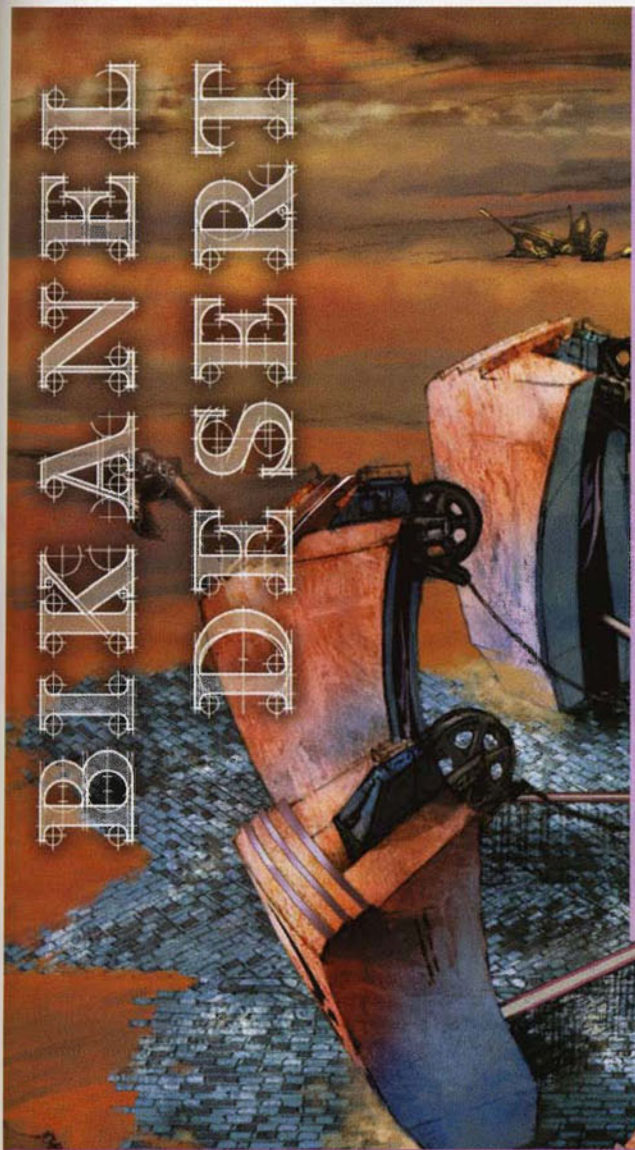
MACALANIA LAKE TRAVEL AGENCY (SPEAK TO WANTZ)

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Beaded Brooch	10000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000

MACALANIA LAKE TRAVEL AGENCY (SPEAK TO O'AKA)

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Sword Lore	50000
Bushido Lore	50000
Arcane Lore	50000
Nature's Lore	50000
Black Lore	50000
White Lore	50000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000

BIKANEL DESERT



ACTION CHECKLIST



1. *Fly to the Cactuar Nation and speak with Marnela.*



2. *Gather nine of the gatekeepers who left their home.*



3. *Enter the Cactuar Hollow to find the tenth gatekeeper.*



4. *Cross through the chamber filling with sand before Yuna is buried!*



5. *Capture Frailea and fight his giant protector.*



6. *Return to the Al Bhed camp to protect the diggers from an overwhelming threat.*

COMPLETION: +1.2%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ACULEATE	776	1	72	Echo Screen (x2)	Echo Screen (x2)
AQUILA	1897	1	55	Hi-Potion	Hi-Potion
BIG BULLY CAP	4880	1	48	Black Choker	Remedy
BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
BULLY CAP	94	1	14	Eye Drops	Eye Drops
CACTUAR	2002	2	0	None	None
CANIS MAJOR	943	1	67	Hi-Potion	Hi-Potion
CHOCOBO	3890	0	0	None	None
ELDER ZURVAN	7520	1	180	Remedy	Holy Water (x2)
FLY EYE	258	1	20	Phoenix Down	Phoenix Down
GIGAS	2290	1	180	Hi-Potion	None
GREAT HAUNT	8483	1	210	Mana Spring	Ether
GUCUMATZ	3720	1	173	Soft (x2)	Soft (x2)
GUARD MACHINA	2460	1	40	Budget Grenade	Budget Grenade
HAUNT	813	1	120	Arctic Wind	Water Ring
HEAVY SALLET	11200	1	110	Lunar Curtain x2	Light Curtain (x2)
HRIMTHUR	552	1	44	Phoenix Down	Phoenix Down
KILLER HOUND	202	1	18	Potion	Potion
KING TAKOUBA	18004	1	300	Star Pendant	Farplane Shadow (x2)
MACHINA HUNTER	1780	1	30	Budget Grenade	Budget Grenade
POP FRY	4293	1	100	Sleep Grenade	Sleep Grenade
SAHAGIN	60	1	7	Potion	Potion
SAHAGIN PRINCE	6430	1	105	Phoenix Down (x2)	Hi-Potion (x2)
SALLET	60	1	10	Potion	Potion

WANDERING FIENDS CONTINUED

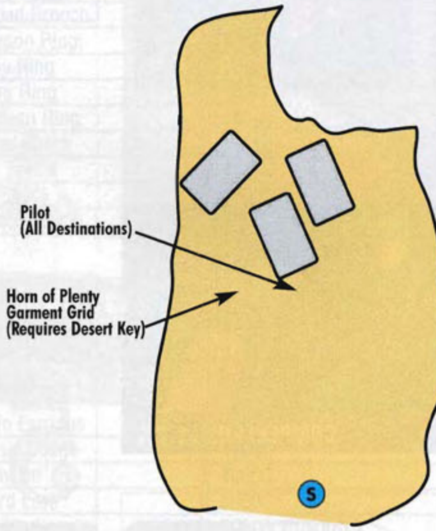
Fiend	HP	AP	Gil	Steal	Drop
SAND WORM	12722	1	340	Phoenix Down	Mythril Bangle
TAKOUBA	984	1	110	Phoenix Down	Phoenix Down
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
WASP QUEEN	7334	1	98	Poison Fang (x2)	Poison Fang (x2)
ZU	9338	1	164	Phoenix Down	Phoenix Down (x2)
ZURVAN	583	1	70	Dispel Tonic	Hi-Potion
JUMBO CACTUAR	22222	10	0	Stamina Tonic	Stamina Tonic
ANGRA MAINYU	333444	30	5000	Megalixir	Ribbon
TAWRICH	5440	0	0	None	None
ZARICH	5440	0	0	None	None

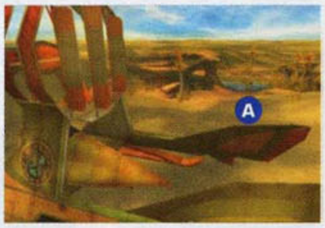
***Appears before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Ether	Hi-Potion	Twist Headband	Phoenix Down
Faerie Earrings	Megalixir	Mute Shock	Mercurial Strike Garment Grid (E)
Mega-Phoenix	Ether	Beaded Brooch	

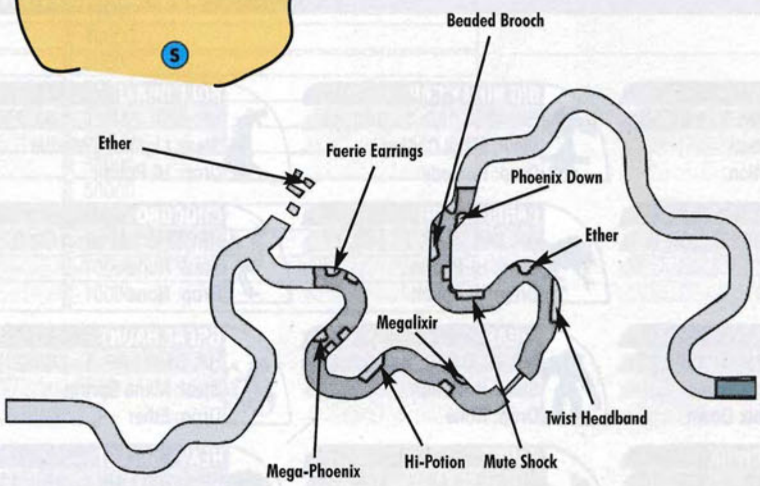
MAPS











DESERT TURMOIL

Benzo and Nhadala greet the group, then the action shifts immediately to the Cactuar Nation, where hundreds of fiends threaten to attack. To protect the Cactuar Nation, you must gather the 10 Gatekeepers hiding across Spira. To find a gatekeeper, speak to its mother. You can only speak to a gatekeeper's mother when she is awake, indicated by a green swirling around the cactus as well as a green dot on the map. The cactus will divulge clues to where her children are, and then you can set out across Spira to find them.



Speak to the active mothers to learn clues regarding the cactuars' whereabouts.

TO CAPTURE A CACTUAR

Once you find a cactuar, you must complete a short "Cact-War" mini-game to make the little creature go with you. During the mini-game, the screen switches to split-focus. The picture on the left will shift between the cactuar and its two sidekicks. You must wait until the cactuar appears on-screen before you fire. Even then, a cactuar may be agile enough to dodge your shot. Sometimes the left picture will switch focus so rapidly that you must actually fire your shot when you see the sidekick right before the cactuar. If you hit a cactuar, you then have a chance to chain together additional hits by firing rapidly. Doing so enables you to rack up higher scores. If you hit one of the cactuar's sidekicks by accident, the bullet used will be subtracted from your remaining stockpile. If you are hit by the cactuar's counterattack, you will lose ammo from your current stockpile.



Cact-war is a challenging, but fun mini-game. You'll get additional chances to play it after you complete the "Ten Gatekeepers" quest.

Sometimes a cactuar will react to being shot, and it will fire its needles at Yuna. Press and hold the R1 button to dodge this attack. If you fail to dodge the cactuar's attacks, ammo will be subtracted from your stockpile. Each shot reduces the cactuar's HP by one point. If you manage to reduce the cactuar's HP to zero before running out of ammunition, you win. If you run out of ammo and the cactuar still has HP, then you lose. Either way, the cactuar will still come back to the Cactuar Nation with you. Note that in the case of Bartschella, the last of the gatekeepers exploring Spira, the two sidekicks are Magic Pots, as seen in *FINAL FANTASY X*. If you shoot one of the Magic Pots, you'll receive random items.

Once you have convinced a gatekeeper to return to the Cactuar Nation, fly back and speak to the cactuar's mother again. A new cactus will awaken and divulge clues to the location of the next gatekeeper. The 10 Gatekeepers become available to find in a specific order, and once you get the clue from their mothers, they are located in the following places:

GATEKEEPER LOCATIONS

NO.	NAME	LOCATION	
1	Lobivia	Bikanel Desert, Oasis	
2	Toumeya	Besaid Island, Beach	
3	Lobeira	Guadosalam Chateau, Ormi's Room	
4&5	Areg & Arroja	Calm Lands, Gagazet Entrance	
6	Islaya	Thunder Plains North, Near Tower 9	
7	Chiapa	Kilika Island, Hidden Overlook	
8	Erio	Mt. Gagazet, Summit	
9	Bartschella	Kilika Port, Dona's House	

CACTUAR HOLLOW

When you have found the nine cactuars, return to the Cactuar Nation. The tenth gatekeeper in Cactuar Hollow is located at the top of the area. Proceed through the cave until you have what appears to be a randomly occurring battle. Afterwards, the Cactuars will revive and enlarge one of the monsters from your previous battle, and you must fight it again. Hereafter, the cave will be full of oversized versions of previous enemies to fight.



A Gun Mage that has learned all the Fiend Hunter abilities will prove to be an amazing asset during these battles.

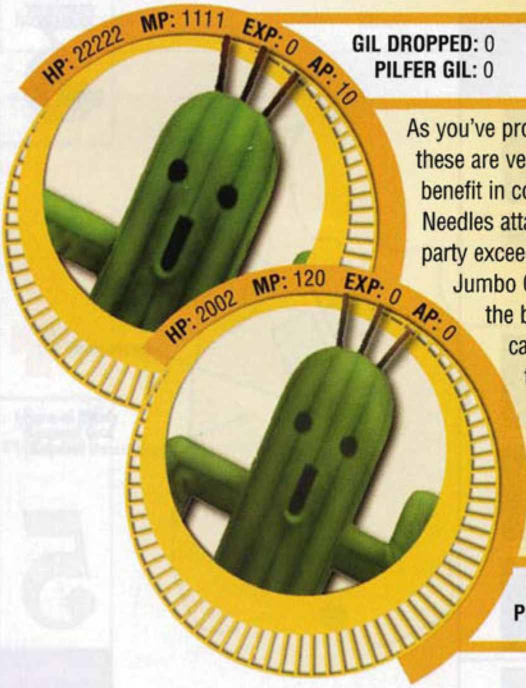


Race through the sands a few times to collect items, then dash through in one clear run to reach the other side.

Proceed through the cavern and jump up the platforms near the waterfalls to obtain an **Ether**. Continue east through the passage until the chamber begins to fill with sand. You must collect the items and race through the area to the second concrete path on the other side. To obtain all the items, you must make several attempts. On your final attempt, run through the sand and reach the opposite end before Yuna is buried again. Continue from there to the end of the cave, where the tenth gatekeeper sits all alone on the ledge. After a final shootout with Frailea, the rogue cactuars unite to form a Jumbo Cactuar, and attempt to stop you from taking their friend.

BOSS FIGHT

JUMBO CACTUAR, CACTUAR (X2)



GIL DROPPED: 0
PILFER GIL: 0

STEAL: Normal: Stamina Tonic Rare: Stamina Tonic (x2)
DROP: Normal: Stamina Tonic Rare: Rabite's Foot



As you've probably observed while fighting in the Cactuar Hollow, these are very odd creatures to meet in combat. They offer little benefit in combat, deal exactly 1000 HP damage with their 1000 Needles attack, and oftentimes flee if the average level of the party exceeds theirs. Following in this backwards tradition, the Jumbo Cactuar seems content to do almost nothing during the battle, except casting Hastega on itself and the little cactuars. The smaller foes are the ones you really have to worry about. You'll need exceptional Accuracy to strike a Cactuar, so use special attacks like a Dark Knight's Darkness ability, and Black Mage's spells. Eliminate the two Cactuars as soon as possible, then pummel the Jumbo Cactuar at your leisure while it does... nothing. If you're unfortunate enough to kill 10 cactuars before reaching the Jumbo Cactuar (of if one of the sidekicks turns out to be the tenth), then you're in for a tougher battle with the Jumbo Cactuar's oversouled form, which uses "ga-level" magic and Flare.

GIL DROPPED: 120
PILFER GIL: 180

STEAL: Normal: None Rare: None
DROP: Normal: None Rare: None

THE ANCIENT POWER

Although the threat to the Cactuar Nation has been thwarted, the desert fiend from before is now attacking the Al Bhed camp. After speaking to Nhadala, you're offered a chance to return to the airship to purchase items and equip your characters properly. Rescuing the diggers' camp means facing off against one of the toughest fiends in the game. However, once you defeat Angra Mainyu, you'll finally receive the "Episode Complete!" from Bikanel Desert.



Nhadala and company are in trouble, and you will be too if you don't prepare adequately for the coming fight.

ANGRA MAINYU, TAWRICH, ZARICH



GIL DROPPED: 5000
PILFER GIL: 2000

STEAL: Normal: Megalixer Rare Rare: Megalixer
DROP: Normal: Ribbon Rare: Ribbon

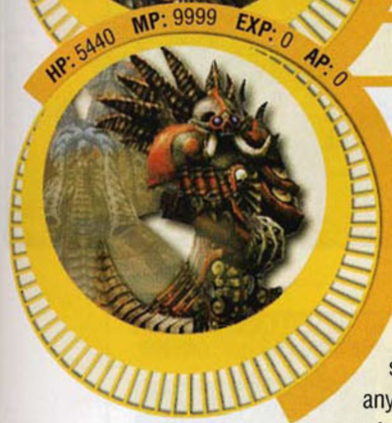


Equip all of your characters with accessories that enable automatic Protect and automatic Reflect, or at least the ability to cast either spell. Consider having two of your characters as Dark Knights and one as an Alchemist. Mastery of these dresspheres is not required. For the benefit of the Alchemist, enter the battle with 99 Potions and 99 Hi-Potions. Even then, make sure your Alchemist knows the Mega-Potion Stash ability. It would also be wise to equip the Alchemist with Garment Grids or accessories that bestow abilities such as Auto-Haste, SOS Haste, or the ability to cast Haste. Additionally, equip accessories or Garment Grids so that a character can perform White Mage abilities—especially Reflect.



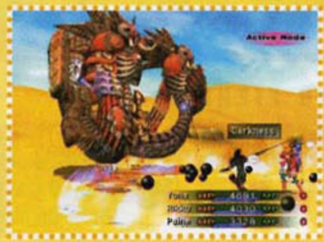
GIL DROPPED: 0
PILFER GIL: 0

STEAL: Normal: None Rare: None
DROP: Normal: None Rare: None



GIL DROPPED: 0
PILFER GIL: 0

STEAL: Normal: None Rare: None
DROP: Normal: None Rare: None



Start the battle by casting Reflect and Protect on your characters as needed. The two Dark Knights should perform Darkness every round, while the Alchemist mixes a Potion and a Hi-Potion to achieve the effect of a Mega-Potion. Even if the party seems to be doing all right, mix the Mega-Potion anyway. The party must stay healthy every round, just in case Angra Mainyu performs Perdition's Flame, a devastating multi-attack that can cause up to 4000 HP damage to each character. Performing Darkness every turn, the two Dark Knights should be able to keep the sidekicks, Tawrich and Zarich, KO'ed for most of the battle. Angra Mainyu cannot perform Perdition's Flame unless the two sidekicks are alive.

While Tawrich and Zarich are inactive, Angra Mainyu must waste turns to cast Full-Life on its helpers, so cast Darkness even if the two side helpers are dead for the moment. Zarich has the ability to drain MP, so it will be difficult to cast spells for any purpose other than to reinstate Protect or Reflect spells. While Protect will reduce damage from Perdition's Flame, Reflect will protect your character from Flare spells that can cause 9999 HP damage. In fact, Reflect will bounce the spell back at Angra Mainyu, causing 9999 HP damage to the boss! Even if your characters are around level 70, winning against this boss can take a long time.



ACTION CHECKLIST

1



View the changing of the guard in Bevelle.

COMPLETION: +1.8%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
 BARONG	2733	1	138	Phoenix Down	Antidote
 DETONATOR	1860	1	98	Bomb Core	Bomb Core
 FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
 GEORAPELLA	4420	1	1000	Water Gem	NulTide Ring
 PRECEPTS GUARD	3680	1	800	Mana Tablet	Regen Ring
 SKINK	882	1	78	Hi-Potion	Hi-Potion
 YAC-62	4100	1	94	Darkness Grenade	Sleep Grenade
 YAU-71	3800	1	94	Silence Grenade	Sleep Grenade
 YSLS-99	2775	1	400	Mythril Gloves	Stamina Tablet

ITEM CHECKLIST

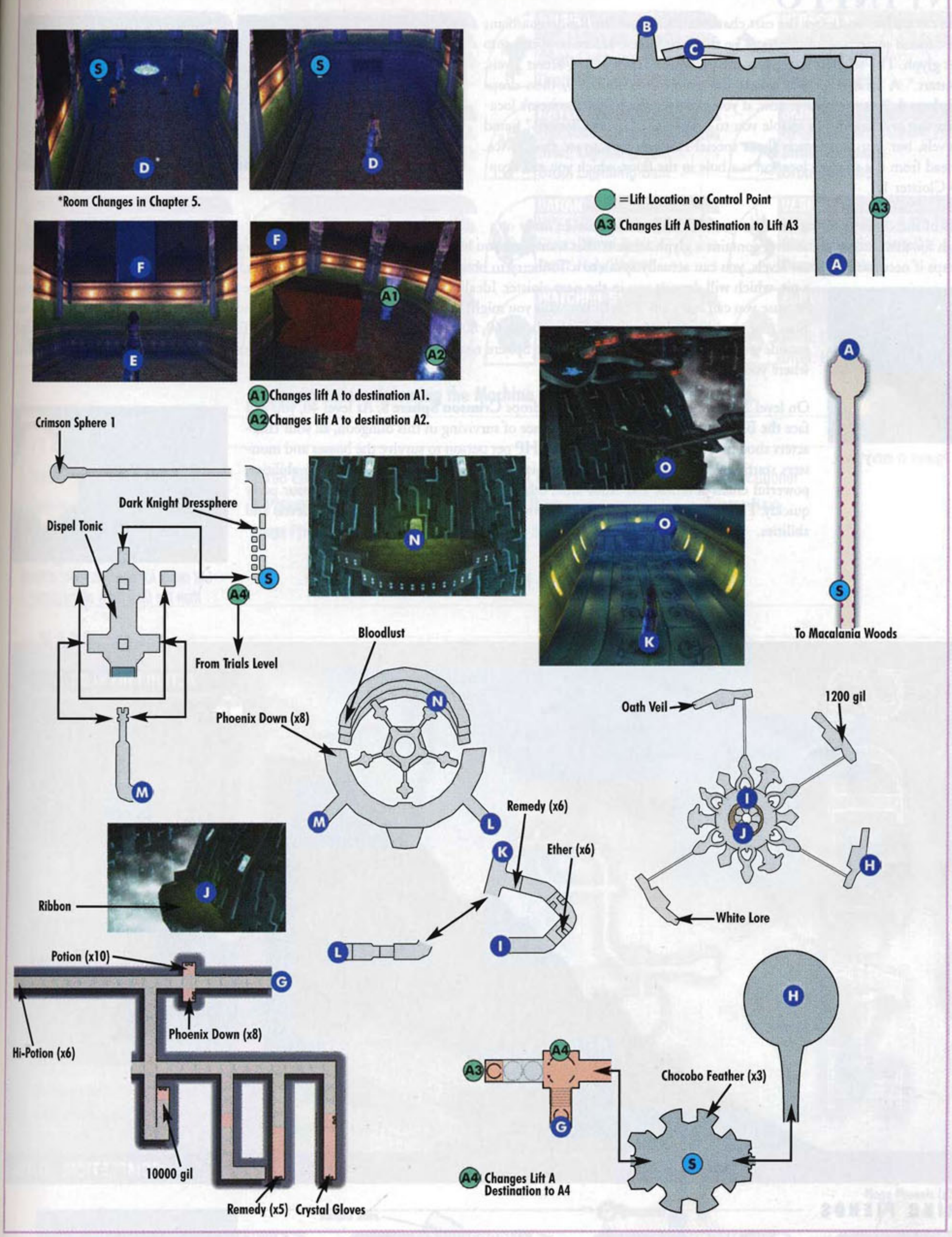
Remedy (x5)	Phoenix Down (x8)	Oath Veil	Phoenix Down (x8)
Crystal Gloves	Potion (x10)	White Lore	Dispel Tonic
10000 gil	Chocobo Feather (x3)	Ether (x6)	Crimson Sphere 6 E
Hi-Potion (x6)	1200 gil	Remedy (x6)	Crimson Sphere 8 E











BEVELLE FINDS ORDER

Move to the entrance of the temple. If you signed on with New Yevon, you'll receive an Episode Complete! However, if you gave the sphere to the Youth League, you'll only witness the final scene with Maroda.



Although hardly a fitting end to Bevelle's problems, you still get enough completion points from this ending to help out.

Head inside the temple and enter the east chamber. Pacce and the Kinderguardians seem to have found something of interest. Use the Save Sphere before stepping onto the teleport glyph. The teleport transports the party to a series of 101 secret levels, called "cloisters." A strange person greets the group on Cloister 0, then drops **Crimson Sphere 6**. You can view it now, if you want. To the left of the item's location is a pad that will eventually enable you to skip to the "Great Cloisters" found every 20 levels, but you must reach these special cloisters to activate this device. Straight ahead from the sphere's location is a hole in the floor, which you can drop through to Cloister 1.



Pacce and the Kinderguardians have found something interesting.



Don't miss Crimson Sphere 6, which is left on the floor after the scene.

The layouts of the cloisters change randomly, so it's difficult to provide maps or a walkthrough for this section. Each level contains a glyph teleport that transports you back to where the Kinderguardians are gathered. Move through the level, avoiding traps if necessary. In some levels, you can actually speak to a Tonberry to obtain random items. In each cloister, find a point where you can drop into a pit, which will deposit you in the next cloister. Ideally, you should tackle this challenge with three Gun Mages in your party, because you can learn any Blue Bullet skills you might be missing. When you reach cloister 20, you must fight the Aranea boss. Boss monsters must also be fought at levels 40, 60, 80 and 100. After defeating a boss, find a teleport glyph and return to the outside world. Save your game at the Save Sphere near the labyrinth entrance, then return and skip through to the boss level where you left off.



Tonberrys are key figures in every level.

On level 20, you will fight Aranea, which drops **Crimson Sphere 8**. At level 40, you will face the Black Elemental. To have any chance of surviving in this dungeon, all your characters should be at level 99 with over 9000 HP per person to survive the bosses and monsters starting at level 40. In addition to this, you need to use limit break auto-abilities, powerful chain abilities, and Auto-Life, otherwise, the bosses will eliminate your party quickly. This is a bonus area to explore as your characters progress past normal levels and abilities.



Get ready for enemies more difficult than the final boss of the game!



ACTION CHECKLIST



1. *See who won the Publicity campaign.*



2. *Dispatch various chocobos to uncover the Calm Land's secret dungeon.*

COMPLETION: +0.4%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ADAMANTOISE	7850	1	650	X-Potion	Hi-Potion (x4)
AKA MANAH	6322	1	670	Remedy (x2)	Pretty Orb
AMORPHOUS GEL	973	1	380	White Ring	Blue Ring
ARMET	788	1	74	Lunar Curtain	Light Curtain
BALIVARHA	3688	1,	230	Hi-Potion (x2)	Fire Gem
BLUE ELEMENTAL	363	1	180	Dragon Scale	Dragon Scale
CHOCOBO	3890	0	0	None	None
DAEVA	3230	1	90	Farplane Shadow	Phoenix Down
FLAN BLANCO	625	1	72	Arctic Wind	Arctic Wind
FLAN ROJO	1220	1	125	Bomb Core	Bomb Core
GRIM GAZE	1720	1	130	Phoenix Down	Phoenix Down
HAUNT	813	1	120	Arctic Wind	Water Ring

WANDERING FIENDS CONTINUED

Fiend	HP	AP	Gil	Steal	Drop
 LEUCOPHYLLA	2234	1	86	Hi-Potion	Remedy
 LICH	3444	1	330	Hi-Potion	None
 PAIRIKA	1130	1	100	Lightning Marble	Stamina Spring
 PEREGRINE	735	1	44	Hi-Potion	Hi-Potion
 PROTEAN GEL	6680	1	380	Blue Ring	White Ring
 QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
 RHYOS	4360	1	310	Lightning Gem	Lightning Gem
 SKINK	882	1	78	Hi-Potion	Hi-Potion
 TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
 TOMB	4820	1	130	Remedy	Remedy
 VARAN	1132	1	240	Dispel Tonic	Holy Water
 VESPA	983	1	78	Echo Screen (x2)	Antidote
 WATCHER-A*	624	1	0	Potion	Potion
 WATCHER-R*	620	1	0	Potion	Potion
 WATCHER-S*	620	1	0	Potion	Potion
 ZURVAN	583	1	70	Dispel Tonic	Hi-Potion

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

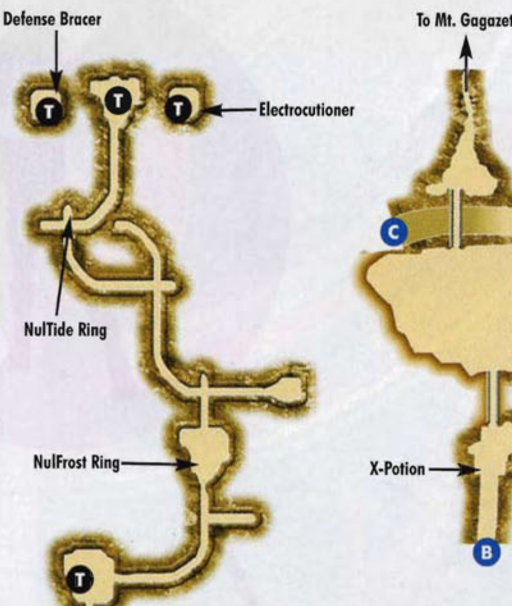
ITEM CHECKLIST

50000 gil*	Turbo Ether	NulFrost Ring	Electrocutioner
Cerulean Ring	X-Potion	NulTide Ring	Aurora Rain
Mega Phoenix (x2)	Mega Phoenix (x2)	Defense Bracer	

***Depending on circumstances of CH4.**

MAPS

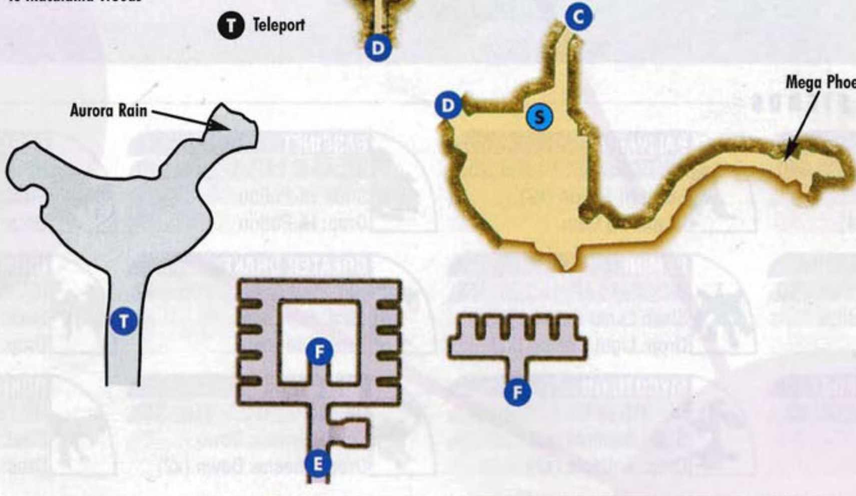




T Teleport

*Depending on events viewed at Calm Lands Travel Agency during Chapter 4.





WRAPPING UP BUSINESS

If you participated in the Publicity campaign, head to the Calm Lands and after a short event where the winner is decided, you'll receive an "Episode Complete!" Speak to the man in green standing with a group inside the Travel Agency area just to the left of the shop clerk. If you helped your agency reach level 5, he'll give you the **Calm Lands Free Pass**, which allows you to ride hovers on the Calm Lands free of charge. If you failed to reach this high level but attempted the Publicity campaign anyhow, you'll obtain the **Calm Lands Discount Pass** that allows you to ride hovers at a lower fare. Speak to the man near the Travel Agency if you took up the Matrimony campaign. It's time to claim your prize for finding the young man a choice of brides! Also, if you saw the groom's father work on a treasure chest during Chapter 4, an accessory can be found in a chest behind the Travel Agency. There are all new items on the Calm Lands plains, as well as many valuable accessories and key items to be gained in the gorge cave.



The Calm Lands in Chapter 5 are all about the rewards.

CLASKO'S SECRET MAZE

Yet another secret dungeon provides another challenge during Chapter 5. Dispatch three level 1 chocobos to various locations in Spira, then return to the Calm Lands later to see if any returned. If any run away, send out an equal number of replacement chocobos. If all three returned, send out three level 2 chocobos and wait for their return. Continue this process until you not only dispatch three level 3 chocobos, three level 4 chocobos, and three level 5 chocobos but have them all return safely to the Chocobo Ranch. Once this criteria is met, Clasko remarks on an amazing new dungeon that has opened up. Inside this rather challenging dungeon you'll find some useful items and accessories, including the **Machina Reactor** item, which unlocks the Break HP Limit ability for Rikku's Machina Maw special dressphere.



You'll need to explore another area and participate in several battles while waiting for your chocobos to return to the ranch.

MT. GAGAZET



ACTION CHECKLIST

1 

Speak to Kimahri at the entrance to Mt. Gagazet.

2 

Witness the confrontation at the top of the snowy slopes.

COMPLETION: +1.2%

WANDERING FIENDS

Fiend	HP	AP	Gil	Steal	Drop
ADAMANTOISE	7850	1	650	X-Potion	Hi-Potion (x4)
BALIVARHA	3688	1	230	Hi-Potion (x2)	Fire Gem
BASCINET	1342	1	110	Hi-Potion	Hi-Potion
BORIS	480	1	300	Remedy	Star Pendant
BOLT DRAKE	623	1	130	Lightning Marble	Hi-Potion
GEMINI	2044	1	153	Lunar Curtain (x2)	Light Curtain (x2)
GREATER DRAKE	1819	1	140	Fire Gem	Fire Gem
GRIM GAZE	1720	1	130	Phoenix Down	Phoenix Down
LEUCOPHYLLALUPUS	1262	1	80	Hi-Potion	Hi-Potion
MYCOTOXIN	810	1	83	Antidote (x2)	Antidote (x2)
QUEEN COEURL	3270	1	330	Phoenix Down	Phoenix Down (x2)
RUKH	12850	1	530	Phoenix Down (x2)	Phoenix Down (x2)

WANDERING FIENDS CONTINUED

Fiend	HP	AP	Gil	Steal	Drop
SALLET	60	1	10	Potion	Potion
SPINE DRAKE	2582	1	127	Arctic Wind	Arctic Wind
WATCHER-A*	624	1	0	Potion	Potion
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
VESPA	983	1	78	Echo Screen (x2)	Antidote

***Appears before defeating the Machina Panzer boss at Thunder Plains.**

ITEM CHECKLIST

Sacred Beast Garment Grid E

GARIK RELENTS

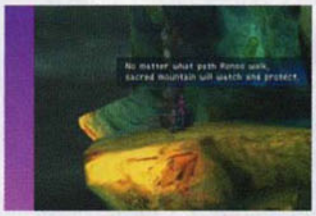
If you completed the mission where you defeated Garik Ronso, Garik will be complaining to Kimahri again at the entrance of Gagazet. Follow Kimahri up the snowy mountain slopes until you spot a brawl between him and Garik. Not long thereafter, you'll obtain an Episode Complete!



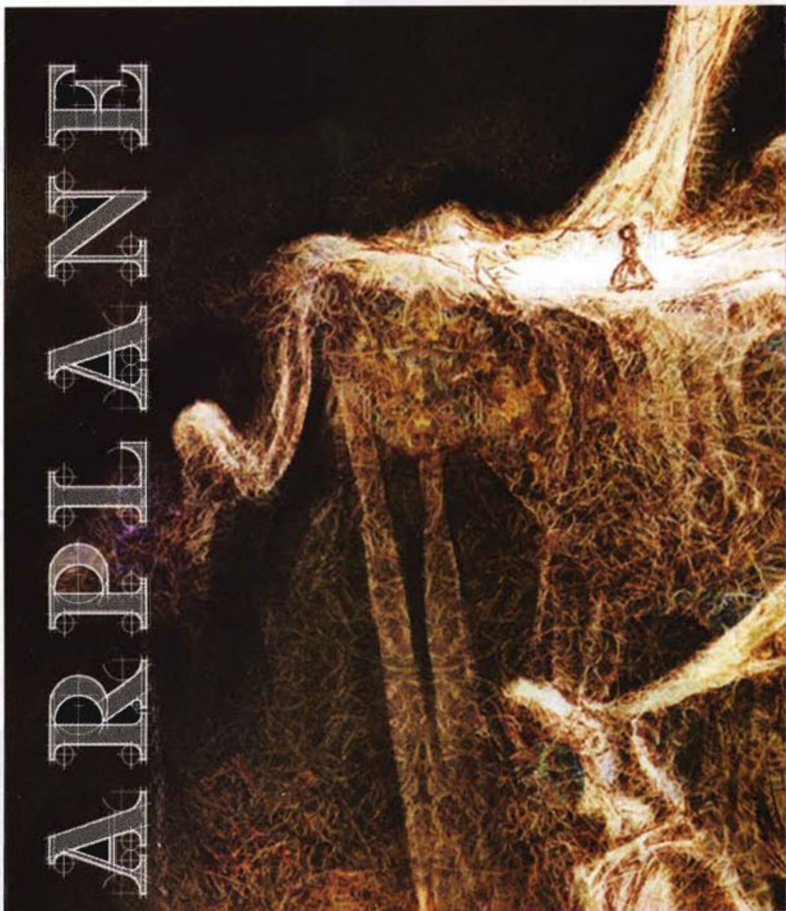
The final confrontation between Garik and Kimahri occurs on the snowy slopes just north of Gagazet's entrance.

AN ODE IN STONE

The Ronso artisan on the summit has decided on a subject for her monument and begins to carve its likeness into stone. If you answered the concerns of the Ronso with the best answers during Chapters 1 and 2, the statue will turn out to be Yuna. Check back throughout Chapter 5 to view the artisan's progress. By the time you complete all the episodes in Chapter 5, the likeness should be finished.



The statue on the cliffs is starting to take shape.



FARPLANE

ACTION CHECKLIST

1. 
Follow the five paths of the Farplane Road.

2. 
Defeat Shiva.

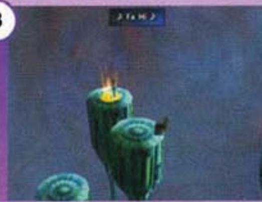
3. 
Outwit the Magus Sisters.

4. 
Overcome Anima.

5. 
Enter the Farplane Glen.

6. 
Return to the Celsius to witness a series of dialogues.

7. 
Play the melody correctly to pass the portals.

8. 
Jump on musical platforms to play the melody.

9. 
Take apart Vegnagun, section by section.

COMPLETION: +6.4%

WANDERING FIENDS

	Name	HP	AP	Gil	Steal	Drop
	AESHMA	8788	1	800	Candle of Life (x2)	Dragonfly Orb
	ADAMANTORTOISE	14580	1	1000	X-Potion	X-Potion
	AKA MANAH	6322	1	670	Remedy (x2)	Pretty Orb
	ARAST	2742	1	330	Dispel Tonic (x2)	Holy Water (x2)
	AZI DAHAKA	146200	1	1300	X-Potion	Ether
	CLARET DRAGON	17320	1	780	Hi-Potion	Hi-Potion (x2)
	DARK ELEMENTAL	433	1	410	Ice Gem (x2)	Water Gem (x2)
	DOLMEN	5320	1	320	Remedy (x2)	Hi-Potion (x2)
	EARTH WORM	36233	1	6000	Mega Potion	Mega Potion
	GUG	6433	1	600	Hi-Potion (x2)	Phoenix Down
	GREAT MALBORO	12988	1	1200	Dispel Tonic	Remedy (x2)
	JAHI	2033	1	620	Remedy (x2)	Gold Anklet
	LICH	3444	1	330	Hi-Potion	None
	OMEGA WEAPON	24200	1	5000	Turbo Ether	Safety Bit
	MONOLITH	7143	1	460	Phoenix Down (x2)	Hi-Potion (x3)
	TAROMAITI	1782	1	280	Antidote (x2)	Star Pendant
	TINDALOS	3324	1	315	Hi-Potion	Antidote
	VARAN	1132	1	240	Dispel Tonic	Holy Water
	VOLCANO	6210	1	330	Hi-Potion	Fire Gem (x4)
	WATCHER-A*	624	1	0	Potion	Potion

WANDERING FIENDS CONTINUED

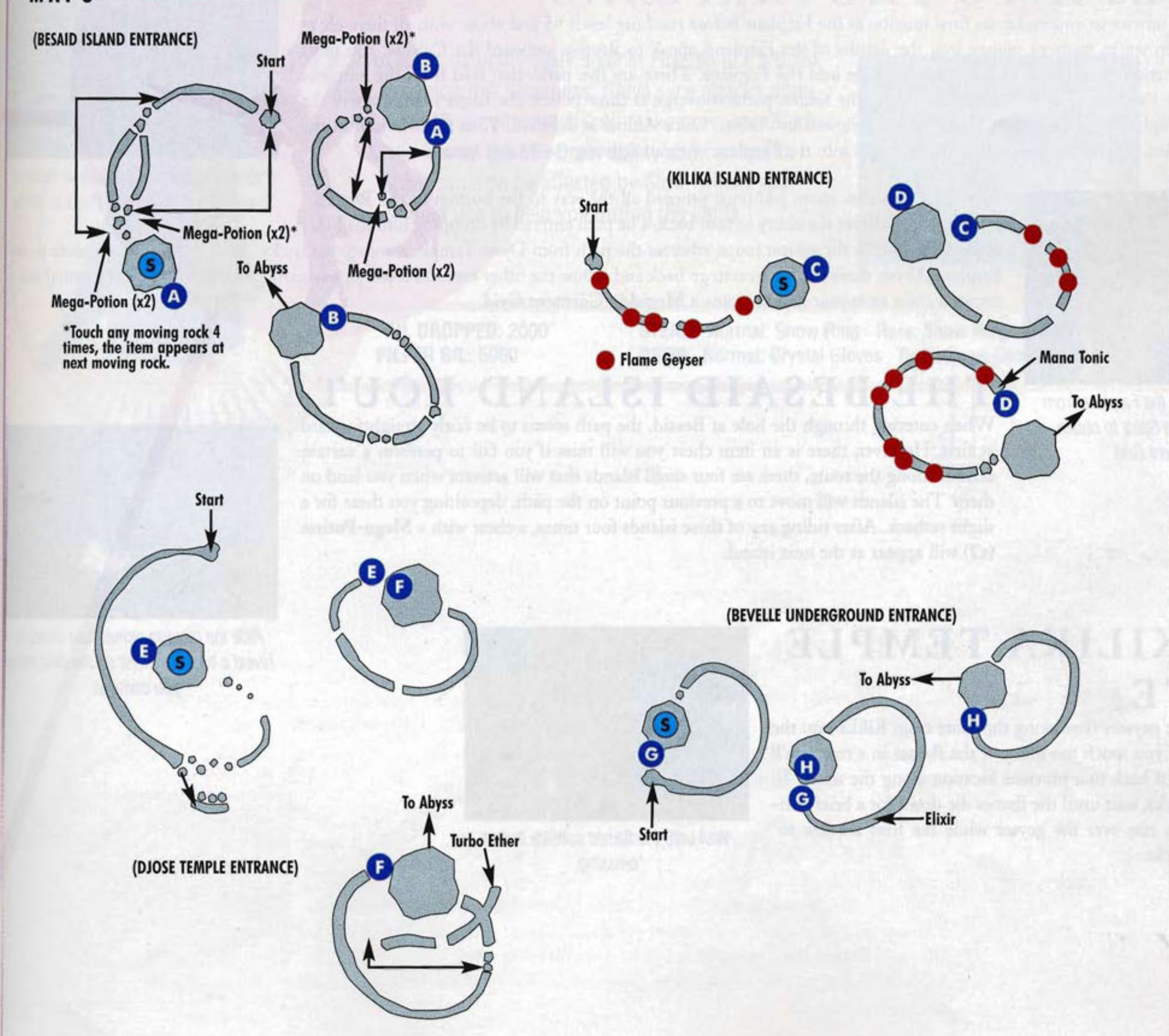
Name	HP	AP	Gil	Steal	Drop
WATCHER-R*	620	1	0	Potion	Potion
WATCHER-S*	620	1	0	Potion	Potion
WIGHT	4278	1	520	Stamina Spring	Ether (x2)
SHIVA	14800	15	2000	Snow Ring	Crystal Gloves
CINDY	12240	8	1000	White Cape	Faerie Earrings
MINDY	9788	8	1000	Chaos Shock	Faerie Earrings
SANDY	10330	8	1000	Potpourri	Pixie Dust
ANIMA	3600	15	2000	Fury Shock	Tetra Band
VEGNAGUN(TAIL)	34200	5	3000	X-Potion (x4)	Megalixir
VEGNAGUN(LEG)	18220	5	3000	Elixir	Mythril Bangle
VEGNAGUN(CORE)	33040	10	3000	Turbo Ether	Megalixir
RIGHT BULWARK	3000	10	150	Phoenix Down (L-Bomb)	Mega Potion
LEFT BULWARK	3000	10	150	Phoenix Down (L-Bomb)	Mega Potion
VEGNAGUN(HEAD)	38420	10	0,	Megalixir	None
RIGHT REDOUBT	2500	10	0,	Phoenix Down	None
LEFT REDOUBT	2500	10	0,	Phoenix Down	None

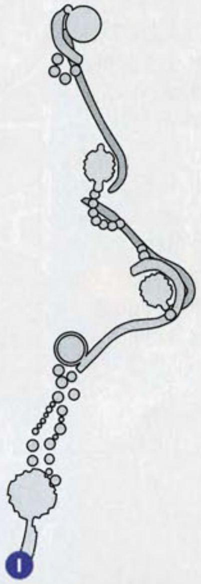
***Appears before defeating the Machina Panzer boss at Thunder Plains.**

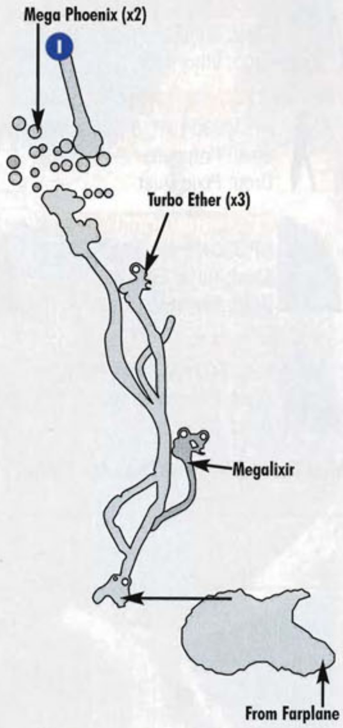
ITEM CHECKLIST

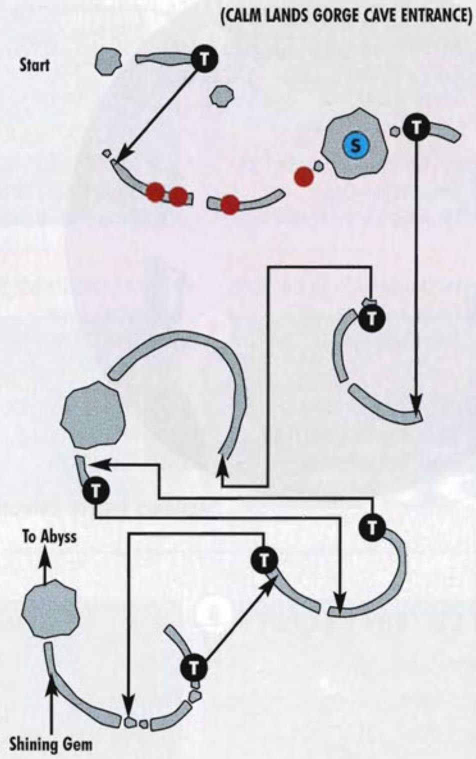
Mega-Potion (x2)	Elixir	Megalixir	Mega Phoenix (x2)
Mana Tonic	Shining Gem	Turbo Ether (x3)	
Turbo Ether (x2)	Immortal Soul Garment Grid E	Paine's Sphere E	

MAPS









ROUTES INTO THE FARPLANE

It would be unwise to undertake the final mission at the Farplane before reaching levels 65 and above with all three characters. When you're ready to plunge into the depths of the Farplane, speak to Brother onboard the Celsius. You must choose a location from which to jump down a hole into the Farplane. There are five paths that lead from the entrance down to the Farplane Glen at the bottom. Along the routes, paths converge at three points: the larger islands where the party must fight Shiva, then the Magus Sisters, followed by Anima. Once Anima is defeated, Yuna finds herself in the Farplane Glen. Thereafter, you can travel any route into the Farplane without fighting the bosses again.



Prepare for a boss fight as you descend to each large island that floats in space.



Enter the Road to the Farplane from all five points in Spira to obtain a Garment Grid.

After choosing a location, you must proceed all the way to the bottom of the Road to the Farplane without the ablity to turn back. The path entered by dropping into the hole at Bevelle provides the easiest route, whereas the path from Djose Temple is somewhat tricky. After following one route to the Farplane Abyss, there is no reason to go back and follow the other routes. However, navigating all five routes in sequential order causes a chest to appear that contains a **Megiddo Garment Grid**.

THE BESAID ISLAND ROUTE

When entering through the hole at Besaid, the path seems to be fairly straightforward at first. However, there is an item chest you will miss if you fail to perform a certain action. Along the route, there are four small islands that will activate when you land on them. The islands will move to a previous point on the path, depositing you there for a slight setback. After riding any of these islands four times, a chest with a **Mega-Potion (x2)** will appear at the next island.



Ride the moving stones four times to reveal a treasure chest on the next stone you come to.

THE KILIKA TEMPLE ROUTE

Small flame geysers flare along the route from Kilika into the Farplane. If you touch too many of the flames in a row, you'll be teleported back to a previous location along the route. To avoid setbacks, wait until the flames die down for a brief period. Quickly run over the geyser while the fires are low to avoid setbacks.



Wait until the flames subside before crossing.

THE DJOSE TEMPLE ROUTE

To cross the route leading downward from Djose Temple, you must solve a very tricky puzzle. If you continue to follow the route, you will come to a point where the islands appear to be missing. Return to the portion where the path diverges and hop across the islands to the small strip of land on the right. There are three islands anchored along this strip of land. Examine the first small island to change views. You can now see three islands in front of you that you can strike with the anchored island. Push the left island toward the island numbered 3, then push the right island toward the island numbered 1. Finally, push the center island toward the remaining island to make the islands form a path that enable you to reach the Shiva boss battle.



Push the rocks into each other to create a path to the next area.



The moving rock near the end of the path delivers you to another branch.

Further down the path, just before reaching the large island where Anima is, a small island will move Yuna to a space between the main path and a side branch. Leap from the small rock to the side branch and proceed to the end. The first treasure chest is an empty ruse, but the one at the very end of the path contains a **Turbo Ether (x2)**.

THE BEVELLE UNDERGROUND AND CALM LAND ROUTES

The route from Bevelle into the Farplane is as straightforward as they come. Simply hop from path to path until you reach the Abyss. The Calm Land route features a tricky set of invisible teleporters that attempt to disorient you. Simply continue to head downward.



Teleporters work to confuse your sense of direction, but just keep heading down the slopes.

SHIVA — BOSS FIGHT



HP: 14800 MP: 9999 EXP: 8000 AP: 15

The aeon of ice is naturally weak against Fire, so use a Black Mage to exploit this weakness. Shiva's ice attacks drain HP and MP simultaneously, so make sure your Black Mage knows the MP Drain ability and can use it. Shiva can also be affected by Slow, which you should use to help you during the battle.



GIL DROPPED: 2000
PILFER GIL: 5000

STEAL: Normal: Snow Ring Rare: Snow Ring
DROP: Normal: Crystal Gloves Rare: Regal Crown

THE MAGUS SISTERS — BOSS FIGHT



GIL DROPPED: 1000
PILFER GIL: 3000

STEAL: Normal: Chaos Shock Rare: Chaos Shock
DROP: Normal: Faerie Earrings Rare: Faerie Earrings



This trio of sisters work together to siphon large amounts of HP from your party each round, so keep an experienced White Mage or Alchemist around and command them to heal every turn. Mindy's rapid-fire tail attacks can tie up one of your characters for almost an entire turn. Since she has the lowest HP, focus your strongest attacks on her. Have a White Mage cast Dispel, because the sisters will cast Not-So-Mighty Guard on one another, which is a misnomer. While this spell is in effect, magic will be reflected and physical attacks won't inflict as much damage. It's important to knock out one of the sisters as quickly as possible, otherwise they will perform their deadly "Delta Attack" after a few turns. Once Mindy is finished, focus your assault on Sandy followed by Cindy.



GIL DROPPED: 1000
PILFER GIL: 3000

STEAL: Normal: Potpourri Rare: Potpourri
DROP: Normal: Pixie Dust Rare: Crystal Gloves



GIL DROPPED: 0
PILFER GIL: 0

STEAL: Normal: White Cape Rare: White Cape
DROP: Normal: Faerie Earrings Rare: Pixie Dust

ANIMA — BOSS FIGHT



Protect your characters from as many status ailments as possible by equipping the proper accessories before proceeding to the battle at the end of the Road to the Farplane. Anima is capable of Oblivion, a skill you may have enjoyed using in *FINAL FANTASY X*, but one you won't enjoy so much this time around. Most of Anima's other attacks will seem insignificant, but it's important for a White Mage or Alchemist to heal the party each round in preparation for major HP loss after every Oblivion attack. The creature reduces most magic damage by half, but is weak versus Holy. Employ attacks such as a Warrior's Excalibur, or Trainer Yuna's Kogoro Holy. A Dark Knight's Darkness ability will also be very useful in defeating this aeon.



GIL DROPPED: 2000
PILFER GIL: 4000

STEAL: Normal: Fury Shock Rare: Fury Shock
DROP: Normal: Tetra Band Rare: Tetra Band

UPON REACHING THE ABYSS

Surprisingly, Leblanc, Ormi and Logos are waiting for the party at the gorgeous area ironically known as the Farplane Glen. After speaking with the trio once, Leblanc will sell basic items when spoken to. A Save Sphere materializes in the corner following the scene, and you can use it to return to the Celsius. From there, you can choose another route into the Farplane to undertake more challenges and collect more items.



Leblanc and her henchmen in the Farplane Glen.

FARPLANE ABYSS (LEBLANC)	
ITEM	**COST**
Potion	50
Hi-Potion	500
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300

THE INTERESTS OF THE GULLWINGS



Speak to Shinra to begin a string of events involving the Celsius crew.

After returning from the Farplane, there are several scenes possibly accessible onboard the Celsius. Speak to Shinra to learn about new data he uncovered regarding the Farplane, then ride the elevator up to the deck to overhear a conversation between Brother and Buddy. You'll need most or all of the Al Bhed Primers to understand what they are saying. Thereafter, travel down to the Cabin to witness a tense standoff between Cid and his children.



Brother now directs traffic to the Farplane from his cockpit seat.

When you're ready to return to the Farplane, speak to Brother in the cockpit seat. You can return directly to the Farplane Abyss where Leblanc waits, or you can follow any of the remaining routes from the temples along the Road to the Farplane.

THE SONG OF SHUYIN

When you're ready to proceed further toward Vegnagun, walk into the glowing orange cloud just below the swirling vortex. The Gullwings enter an area filled with magical barriers. If you attempt to proceed before deactivating a barrier, you'll suffer a brutal encounter with the fiend Azi Dahakas. To deactivate the barriers properly, you must step on musical plates in the ground to learn a series of musical notes. Once you play the notes on a nearby keyboard, the barriers should drop and you can proceed.



Step on the music plate to the left of the keyboard to reveal the notes to play.



Enter the correct notes into the instrument, mindful of stars next to certain notes.

Move left from the starting point past the keyboard until Yuna steps onto a circle that emits light and sound. Move to the nearby keyboard and input the notes So Mi* Re*. In the case of the latter two notes, input the ones with the small stars beside them, or else it's the wrong note.

In the second area, there are three musical plates to step on before the next barrier is released. Each plate is directly under one of the electrical fields, so you must wait until the device activates and then stops before stepping onto the plate; otherwise, you'll get knocked off and may have to face a tough fiend. After stepping on all three plates, make your way up the right-hand path to the keyboard and the chest containing a **Megalixir**. Input the new notes of the series into the organ, and the next major barrier will be released.



Don't attempt to cross the barriers without entering the proper notes.



Drop to the lower path of the third area to find the last notes.

Repeat the same process in the third area. When following the right-hand path, drop off the right side of the ledge to a lower path below. Step on the musical plate at the end of this path, then run up the slope to step on the highest plate before playing the keyboard.

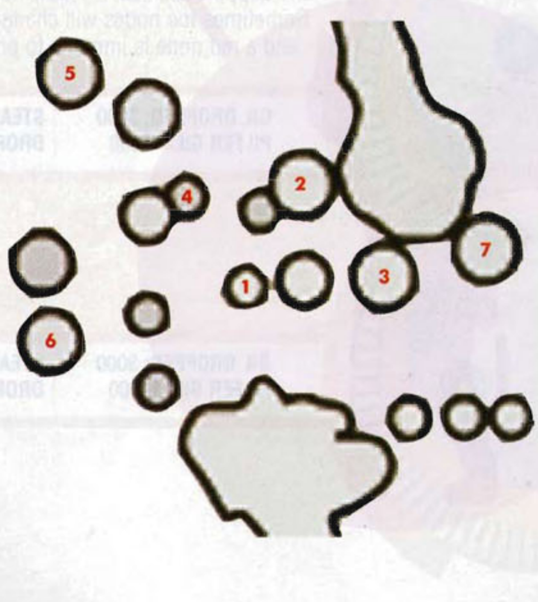
HOPPING MADNESS

After Paine reunites with Gippal and receives **Paine's Sphere**, you face another musical challenge. A machina will display a bird's-eye view of the area above. You must jump onto the platforms in the same order as the musical notes played previously on the keyboards. It's difficult to memorize the exact placement and order of the platforms, so refer to the map where the platforms are numbered in the correct order. After leaping on all the platforms in the correct order, proceed to the top and stand on the musical plate before the final gate. If the song plays correctly, you can proceed to Vegnagun. Between each of the following battles, use items to restore HP and move further up the path toward the head of the weapon.



Use moving platforms to reach the musical pads in order before approaching the gate.

MAPS



VEGNAGUN (TAIL)



The struggle to defeat Vegnagun piece by piece unfortunately begins with one of the hardest pieces. A laser fired from the tail section will instantly knock off close to 1500 HP from one character. Use an Alchemist to mix Potions and Hi-Potions to attain the result of Mega-Potion each round. Attack the tail with strong spells and a Dark Knight's Darkness ability every turn until it is defeated.



GIL DROPPED: 3000
PILFER GIL: 3000

STEAL: Normal: X-Potion (x4) Rare: X-Potion (x6)
DROP: Normal: Megalixir Rare: Megalixir

VEGNAGUN (LEG), NODE A, NODE B, NODE C



GIL DROPPED: 3000
PILFER GIL: 3000

STEAL: Normal: Elixir Rare: Elixir (x2)
DROP: Normal: Mythril Bangle Rare: Mythril Bangle

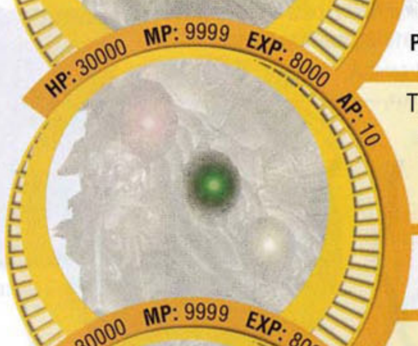
The battle will end when the Leg is destroyed. If breezing through to the ending is your objective, then attack the leg swiftly to clear this battle and prepare for what's next. However, by examining the information in the boss boxes, you can see that by destroying the three Nodes first, you will vastly increase the amounts of EXP and gil won from this battle. You also stand a chance of receiving the exclusive **Hero's Drink** item, which is just now available. To attack a Node, you must target it with spells or ranged attacks. Even the most powerful Black Mage spells will cause only minimal damage against the nodes due to their high Magic Defense. The best method to attack the Nodes is with Ultima and Flare attacks, which are only available by equipping certain Garment Grids. Once you begin to attack the Nodes, they will react with strong spells and healing magic.





GIL DROPPED: 3000
PILFER GIL: 10000

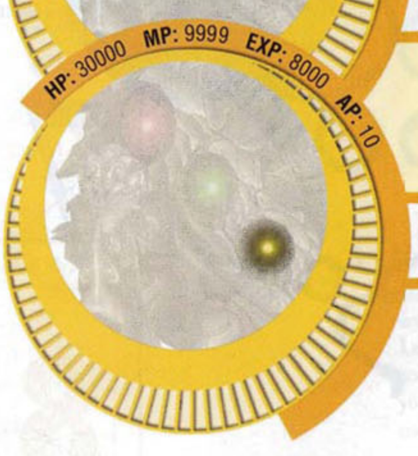
STEAL: Normal: None Rare: None
DROP: Normal: Megalixir Rare: Hero Drink



The nodes change color after performing a certain number of actions. A green node will use recovery and support abilities, a yellow node will attack with magic, and a red node will use physical attacks. Sometimes the nodes will change color when attacked. A yellow node is immune to magical attacks and a red node is immune to physical attacks. Listening to the hints in battle reveals some of this.

GIL DROPPED: 3000
PILFER GIL: 10000

STEAL: Normal: None Rare: None
DROP: Normal: Megalixir Rare: Hero Drink



GIL DROPPED: 3000
PILFER GIL: 10000

STEAL: Normal: None Rare: None
DROP: Normal: Megalixir Rare: Hero Drink

VEGNAGUN (CORE), RIGHT BULWARK, LEFT BULWARK



GIL DROPPED: 3000 | **STEAL:** Normal: Turbo Ether Rare: Turbo Ether
PILFER GIL: 4000 | **DROP:** Normal: Megalixir Rare: Megalixir



The Right and Left Bulwarks attempt to protect the Core by casting various protective and restorative magic, as well as some spells to disable the party. The ideal solution is for a Dark Knight to use a single Darkness attack to wipe out both Bulwarks with a single blow before they can cast Protect or Shell on the Core. This way, you can focus the full force of your attacks against the Core as it attempts to charge up a massive attack against your entire party. If you fail to defeat the Core before it fires, use a Mega-Phoenix to resurrect any dead party members. Before the Core begins its next charging session, it will revive the two Bulwarks. Destroy them again and disable the Core before you get hit again.



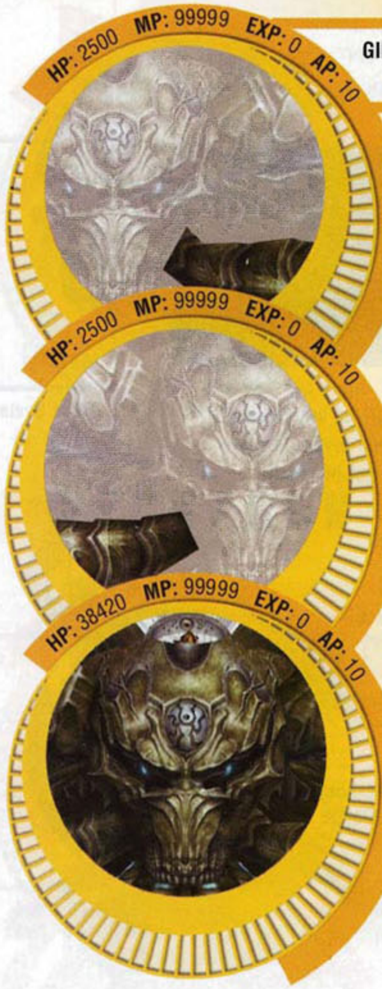
GIL DROPPED: 150 | **STEAL:** Normal: Phoenix Down Rare: L-Bomb
PILFER GIL: 300 | **DROP:** Normal: Mega-Potion Rare: X-Potion



GIL DROPPED: 150 | **STEAL:** Normal: Phoenix Down Rare: L-Bomb
PILFER GIL: 300 | **DROP:** Normal: Mega-Potion Rare: X-Potion

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RIGHT REDOUBT, LEFT REDOUBT, VEGNAGUN (HEAD)



GIL DROPPED: 0
PILFER GIL: 350
STEAL: Normal: Phoenix Down Rare: Mega Phoenix
DROP: Normal: None Rare: None



Although the Head section remains on the battlefield throughout the fight, you can't target it until the Redoubts are destroyed first. After doing so, you can target and attack the head. The Redoubts work together to inflict attacks on single characters that can cause up to 1500 HP damage. While the Redoubts are defeated and lie dormant, the Head will attempt to resurrect them one at a time, or poison the party with a multi-status inflicting attack. It's a good idea to equip your characters with Ribbons throughout this battle. Use your strongest attacks and spells to hit the Redoubts until they crumple, then lash out at the Head with everything you've got. You must end this battle before Shuyin speaks seven times and uses Vegnagun to fire at Spira!

GIL DROPPED: 0
PILFER GIL: 350
STEAL: Normal: Phoenix Down Rare: Mega Phoenix
DROP: Normal: None Rare: None

GIL DROPPED: 0
PILFER GIL: 8000
STEAL: Normal: Megalixir Rare: Megalixir
DROP: Normal: None Rare: None

NEW GAME PLUS DATA

Following the credits and the ending scenes, the game offers an option to allow you to save your game as a New Game Plus. When this save data is loaded, you can begin a new game with all the dresspheres, Garment Grids, accessories, items, Al Bhed primers, special dressphere upgrades, the Book of Magical Dances, and abilities gained in your previous game. However, your character levels are reset to level 1.



Save the New Game Plus data to pick up another adventure where you left off in terms of advancement and item gathering.

ENDINGS—NO SPOILERS!

Upon the defeat of Vegnagun, you will proceed directly to the final battle against an adversary with very recognizable attacks. All you need do is keep your party healthy by healing every turn, and counterattack the boss to win the game.

Following that, Yuna and the Gullwings return to the Farplane Glen. This is a scene that you can alter with the controller, if you so choose. Without altering this scene, you will view the "Common" Ending of the game. The Common Ending occurs during all three endings.

However, if you press the X button during the scene at the Farplane Glen, the fayth will appear and ask Yuna if she wants to see someone. Answer "Yes" to view an extra scene after the Common Ending and the credits roll. This is called the "Good" Ending.

If you manage to accumulate 100% during one or more games, then you can view the "Perfect" Ending by pressing the X button at the Farplane Glen as described above. The "Perfect" Ending includes yet another additional scene following the Good Ending.

100% COMPLETION GUIDE

The purpose of this section is simple: To show that by making certain choices and completing all the missions and side quests of the game, you can achieve 100% story completion in a single game! For each Chapter, go to each location listed and perform the actions described to build up your total percentage. If you need to view a sphere, talk to Shinra on the Bridge and select the appropriate sphere. Do *not* skip any scenes or dialogue, and use the Walkthrough and Mini-Games chapters to complete the actions listed. You can get 100% all in one game and view the Perfect Ending!

BEGINNING OF CHAPTER 1

LUCA: +1.6% TOTAL: 1.6%

Examine the moogle hiding on the second dock.

Mission Complete! (Retrieving the Garment Grid)

AIRSHIP CELSIUS: +1.8% TOTAL: 3.4%

Speak with Brother, Paine, Rikku, and Shinra on the Bridge.

Speak to Barkeep in the Cabin.

Rest in the Cabin.

View Treasure Sphere: "Journey's Start"

MT. GAGAZET, FLOATING RUINS: +2.6% TOTAL: 6.0%

Reach the top of the floating ruins within the time limit.

Mission Complete! (Defeat the Leblanc Syndicate to the top)

AIRSHIP CELSIUS: +0.6% TOTAL: 6.6%

Speak with Brother and choose "Comfort him."

LUCA: +1.6% TOTAL: 8.2%

Mission Complete! (Relive Yuna's concert events, including the Moogle healing event)

Speak with Rin in the corridor under the blitzball dome.

MI'IHEN HIGHROAD: +0.2% TOTAL: 8.4%

Listen to Yuna's memories of the Mi'ihen Highroad

MUSHROOM ROCK ROAD: +4.6% TOTAL: 13.0%

Speak with Yaibal and the other Youth League members.

Speak with Clasko at the entrance.

Enter the Mushroom Rock Road area to begin the "Foggy Fiend Frenzy!" mission.

Mission Complete! (Navigate through Mushroom Rock Road to the lift area)

Speak to Clasko at the entrance to Mushroom Rock Road, and allow him to come onboard the Celsius.

Outside the Youth League Headquarters entrance, speak with Lucil twice.

Outside the Youth League Headquarters, speak with Maechen without skipping or interrupting. Shake Maechen's hand when he's done.

At the Den of Woe, encounter Ormi and Logos. Speak with Maroda.

Onboard the Airship Celsius, watch the Treasure Sphere recording, "Crimson Report 1."

Speak to Clasko on the upper level of the Cabin.

DJOSE TEMPLE: +1.0% TOTAL: 14.0%

Receive the "Letter of Introduction" from Gippal.

MOONFLOW: +0.6% TOTAL: 14.6%

Speak to Tobli at the Moonflow South Bank.

Mission Complete! (Escort the Hypello's wagon and don't lose any cargo)

Head toward the Farplane entrance to trigger a scene.

THUNDER PLAINS: +0.2% TOTAL: 15.2%

Watch the entrance scene.

MACALANIA WOODS: +2.2% TOTAL: 17.4%

Speak to Bayra in Macalania Woods-South.

Speak to Donga at the spring area.

Speak to Pukutak in Macalania Woods-North.

Speak to Tromell four times at the sphere tree grove.

Mission Complete! ("Follow that O'aka!") Allow O'aka to board the airship.

Board the airship and speak to O'aka in the Cabin.

Before the Chapter 3 mission titled "Secure the Agency!" ends, pay off all of O'aka's debt.*

BIKANEL DESERT: +0.8% TOTAL: 18.2%

Mission Complete! (Dig up the machina parts before time elapses)

Watch the scene with Baralai.

CALM LANDS: +0.2% TOTAL: 19.0%

Watch the entrance scene.

Begin to advertise for a company. (Publicity Campaign)

MT. GAGAZET: +0.4% TOTAL: 19.4%

Watch the entrance scene.

BESAID ISLAND: +2.2% TOTAL: 21.6%

Mission Complete! (Find Wakka and defeat Flame Dragon)

ZANARKAND RUINS: +1.8% TOTAL: 23.4%

Inside the dome, speak with Cid and choose "You bet I do!"

Mission Complete! (Obtain the treasure sphere in the last room of Zanarkand)

AIRSHIP CELSIUS: +0.2% TOTAL: 23.6%

Listen to reports of an "Awesome Sphere" in Kilika.

KILIKA ISLAND: +1.6% TOTAL: 25.2%

Enter Dona's house and speak with her.

Mission Complete! (Reach the temple stairs and defeat YSLS-Zero)

CHAPTER 1 COMPLETE!

BEGINNING OF CHAPTER 2

AIRSHIP CELSIUS: +2.4% TOTAL: 27.6%

Rest in the Cabin.

Speak to Brother on the Bridge and choose "Youth League." (Returning the Awesome Sphere)

MUSHROOM ROCK ROAD: +1.0% TOTAL: 28.6%

Give the Awesome Sphere to Nooj.

AIRSHIP CELSIUS: +0.6% TOTAL: 29.2%

Begin the mission to steal three Leblanc Syndicate uniforms.

BESAID ISLAND: +0.8% TOTAL: 30.0%

Mission Complete! (Run the Gunner's Gauntlet and beat Beclem's required score)

KILIKA ISLAND: +0.2% TOTAL: 30.2%

Go to Kilika Island and move forward to speak with Dona and the villagers.

LUCA: +0.8% TOTAL: 31.0%

Watch the interview with Shelinda in Luca-Square.

MI'IHEN HIGHROAD: +1.4% TOTAL: 32.4%

Mission Complete! (Capture a chocobo and rescue Calli within the time limit)

Speak to Clasko and Calli near the Travel Agency and let them and the chocobo board the Celsius.

MUSHROOM ROCK ROAD: +1.0% TOTAL: 33.4%

Outside the Youth League Headquarters, speak to Elma and Lucil.

At the Den of Woe, speak with Nooj.

Board the Celsius and speak to Shinra to watch Crimson Report 7.

MOONFLOW: +0.2% TOTAL: 33.6%

Mission Complete! (Sell all 10 tickets for Tobli)

GUADOSALAM: +0.2% TOTAL: 33.8%

Speak to the guards outside Leblanc's chateau.

THUNDER PLAINS: +0.2% TOTAL: 34.0%

Speak to Cid in the southern portion of the Thunder Plains.

MACALANIA WOODS: +1.4% TOTAL: 35.4%

Mission Complete! (Locate all three musicians for the Hypello near the entrance)

CALM LANDS: +0.8% TOTAL: 36.2%

Clasko leaves the airship and runs toward the old Monster Arena.

Mission Complete! (Clear the fiends out of Clasko's Chocobo Ranch)

Capture a chocobo during a random battle before the end of Chapter 3.

Speak to Lian and Ayde at the Travel Agency.

ZANARKAND RUINS: +0.4% TOTAL: 36.6%

Speak to Isaaru just inside the dome.

Earn Mission Complete! for "Operation: Monkey!" before the end of Chapter 3.

DJOSE TEMPLE: +0.4% TOTAL: 37.0%

Mission Complete! (Travel down Djose Highroad to obtain a Syndicate Uniform)

BIKANEL DESERT: +0.2% TOTAL: 37.2%

Mission Complete! (Investigate the Oasis and defeat Logos to obtain a Syndicate Uniform)

MT. GAGAZET MOUNTAIN: +1.0% TOTAL: 38.2%

Speak with Kimahri twice.

Enter the hot springs from the overhanging cliff to view the complete hot springs event.

Mission Complete! (Defeat Ormi and the Fem-Goons to obtain a Syndicate Uniform)

AIRSHIP CELSIUS: +0.2% TOTAL: 38.4%

Watch the scene where all three Syndicate Uniforms are worn.

GUADOSALAM: +3.4% TOTAL: 41.8%

Mission Complete! (Steal back the stolen sphere from Leblanc)

AIRSHIP CELSIUS: +0.4% TOTAL: 42.2%

Watch the discussion of the mission at Bevelle.

BEVELLE: +2.6% TOTAL: 44.8%

Mission Complete! (Infiltrate Bevelle and defeat Bahamut)

CHAPTER 2 COMPLETE!

BEGINNING OF CHAPTER 3

AIRSHIP CELSIUS: +0.8% TOTAL: 45.6%

Initial scenes.

Rest in the Cabin.

LUCA: +0.8% TOTAL: 46.4%

Defeat three contestants and then Shinra to win the Sphere Break Tournament.

MI'IHEN HIGHROAD: +0.6% TOTAL: 47.0%

Mission Complete! (Defeat the malfunctioning machina attacking pedestrians on the Highroad.)

MUSHROOM ROCK ROAD: +0.4% TOTAL: 47.4%

Speak to Yaibal and Lucil near the barricade.

DJOSE TEMPLE: +0.2% TOTAL: 47.6%

Approach the temple to trigger a scene with Gippal.

MOONFLOW: +0.2% TOTAL: 47.8%

Speak to Tobli near the wagon to trigger a short scene.

GUADOSALAM: +2.0% TOTAL: 49.8%

Inside the chateau, speak with Logos and Ormi in the living room.

Speak with Leblanc in her upstairs bedroom.

Speak to Logos and Ormi a second time, then proceed to Logos's room.

Watch Ormi's and Logos's spheres.

Talk to Maechen.

Obtain "Crimson Sphere 4," then board the airship and watch "Crimson Report 4" at Shinra's station.

THUNDER PLAINS: +0.2% TOTAL: 50.0%

Speak to Lian and Ayde in the northern part of the Thunder Plains. Choose any destination.

MACALANIA WOODS: +0.8% TOTAL: 50.8%

After paying off O'aka's debt, head to the Travel Agency at Lake Macalania and obtain a Mission Complete! (Defend the Travel Agency from fiend attacks)

BIKANEL DESERT: +0.4% TOTAL: 51.2%

Speak to Marnela in the Cactuar Nation.

CALM LANDS: +0.4% TOTAL: 51.6%

Mission Complete! (Rescue the tourists trapped inside the cave)

Visit the Travel Agency to ensure the installation of Shinra's CommSphere.

Visit the upper floor of the Chocobo Ranch to ensure the installation of Shinra's CommSphere.

MT. GAGAZET: +0.4% TOTAL: 52.0%

Mission Complete! (Defeat Garik Ronso at the mountain summit to stop the Ronso from waging war)

ZANARKAND RUINS: +0.2% TOTAL: 52.2%

Speak to Isaaru inside the Zanarkand dome.

Complete "Operation: Monkey!" mission before the end of Chapter 3.

BESAID ISLAND: +2.0% TOTAL: 54.2%

Mission Complete! (Clear the temple of fiends and defeat Valefor)

KILIKA ISLAND: +1.0% TOTAL: 55.2%

Mission Complete! (Sneak through the port and the forest to Kilika Temple, then rescue Barthello and defeat Ifrit)

AIRSHIP CELSIUS: +0.6% TOTAL: 55.8%

BEVELLE: +1.6% TOTAL: 57.4%

Notice Gippal from the Highbridge.

Witness a scene at the Bevelle Underground.

Obtain Crimson Sphere 1, board the Celsius, and view Crimson Report 1 at Shinra's station.

DJOSE TEMPLE: +2.2% TOTAL: 59.6%

Mission Complete! (Defeat the fiends emanating from the temple and defeat Ixion)

When Yuna mentions "I'm all alone…" in the Farplane Abyss, press the X button to hear a distant whistle. Keep pressing the X button until you hear the whistle four times.

CHAPTER 3 COMPLETE!

BEGINNING OF CHAPTER 4

AIRSHIP CELSIUS: +1.8% TOTAL: 61.4%

Watch Crimson Report 2 and Crimson Report 3 at Shinra's station.

Rest in the Cabin.

AIRSHIP CELSIUS: COMMSPHERE NETWORK: +0.8% TOTAL: 62.2%

View the Besaid Island CommSphere and speak to Wakka.

View the Kilika Island CommSphere and speak to Dona.

View the Mushroom Rock Road CommSphere and speak to Yaibal.

View the CommSphere in Bevelle and speak to Maroda.

AIRSHIP CELSIUS: +0.8% TOTAL: 63.0%

Ride the elevator to the Deck and speak with Paine.

AIRSHIP CELSIUS: COMMSPHERE NETWORK: +4.4% TOTAL: 67.4%

View the Besaid Island CommSphere seven times and watch the scenes with Wakka and Beclem.

View the Kilika Island Temple CommSphere and speak to Barthello.

View the Luca CommSphere and watch all of Shelinda's interviews.

View the Mi'ihen Highroad CommSphere and view all the areas to gather evidence so that Rikku or the Chocobo Eater is the culprit.

View the Djose Temple CommSphere and watch the first scene where the Al Bhed technician approaches the CommSphere.

View the Guadosalam CommSphere; Yuna speaks to Ormi.

View the Thunder Plains CommSphere and capture the chocobo with the Choco-Porter contraption.

View the Macalania Woods Entrance CommSphere and the musicians appear and speak.

View the Macalania Woods Travel Agency CommSphere and O'aka laments the poor business.

View the Bikanel Desert Camp Area CommSphere and speak to Nhadala.

View the Calm Lands Chocobo Ranch CommSphere until you see Clasko telling the chocobo, "You're a good boy, aren't you?".

View the Mt. Gagazet Mountain Gate CommSphere and speak with Kimahri.

View the Mt. Gagazet Hot Springs CommSphere and witness the scenes involving Tobli, Buddy, Barkeep, O'aka, Isaaru, Elma & Lucil, Maechen, Cid & Nhadala, and Dona.

MOONFLOW: +0.8% TOTAL: 68.2%

Mission Complete! (Chase Tobli around the Moonflow to the entrance of Guadosalam)

AIRSHIP CELSIUS: +1.0% TOTAL: 69.2%

Rehearse for Thunder Plains concert.

AIRSHIP CELSIUS: COMMSPHERE NETWORK: +2.4% TOTAL: 71.6%

View the Besaid Island CommSphere scenes involving Beclem and Lulu.

View the Kilika Island Port CommSphere scenes involving Dona.

View the Kilika Temple CommSphere scenes involving Barthello.

View the Mushroom Rock CommSphere scenes involving Lucil and Yaibal.

View the Moonflow CommSphere scenes involving Elma.

View the Guadosalam CommSphere scenes where Ormi speaks about the concert.

View the Macalania Woods Travel Agency CommSphere scene where O'aka leaves for the concert.

View the Zanarkand Ruins CommSphere scene with Isaaru.

THUNDER PLAINS: +0.4% TOTAL: 72.0%

Mission Complete! (Clear the fiends out of the cave and defeat Zalamander)

AIRSHIP CELSIUS: +1.0% — TOTAL: 73.0%

Listen in on the crowd's argument

Talk to Tobli to start the concert and watch the YRP scene that follows.

THUNDER PLAINS: +0.4% — TOTAL: 73.4%

Yunapalooza.

AIRSHIP CELSIUS: +2.2% — TOTAL: 75.6%

Speak to Maechen on the Bridge.

Speak to Leblanc in the Engine Room.

CHAPTER 4 COMPLETE!

BEGINNING OF CHAPTER 5

AIRSHIP CELSIUS: +2.0% — TOTAL: 77.6%

Watch "Crimson Report 5" at Shinra's station.

Speak to Buddy on the Bridge.

Rest in the Cabin to be awakened by Brother's rambling.

Speak to Buddy in the Engine Room.

ZANARKAND RUINS: +0.8% — TOTAL: 78.4%

Episode Complete!

Speak to Maechen and agree to listen about Vegnagun.

BESAID ISLAND: +1.8% — TOTAL: 80.2%

Episode Complete!

KILIKA ISLAND: +1.0% — TOTAL: 81.2%

Episode Complete!

LUCA: +0.6% — TOTAL: 81.8%

Mission Complete! (Follow the moogle to relive memories of *FINAL FANTASY X*) Episode Complete!

MI'IHEN HIGHROAD: +0.2% — TOTAL: 82.0%

Episode Complete!

MUSHROOM ROCK ROAD: +3.0% — TOTAL: 85.0%

Mission Complete! (Fight with the Youth League warriors and defeat Lucil) Episode Complete!

Go to the observation deck at Youth League Headquarters, and speak to Lucil to receive "Nooj's Sphere."

Board the airship and watch the Treasure Sphere movie, "Deathseeker" at Shinra's station.

Obtain all the Crimson Spheres and open the sealed door in the Den of Woe. Defeat Rikku, Paine, Baralai, Gippal and Nooj. Episode Complete!

DJOSE TEMPLE: +0.8% — TOTAL: 85.8%

Defeat the Experiment boss when its Attack, Defense, and Special levels are below level 5.

Repair the Experiment with the repair manual key items. Defeat Experiment boss a second time when all levels are level 5. Episode Complete!

MOONFLOW: +0.4% — TOTAL: 86.2%

Episode Complete!

GUADOSALAM: +1.2% TOTAL: 87.4%

Join the musical group in the central square. Episode Complete!

Return to Guadosalam and speak to Tromell outside the locked door. Enter the locked area and obtain Baralai's Sphere, then board the Celsius and watch the Yevon's Secret sphere at Shinra's station.

THUNDER PLAINS: +1.0% TOTAL: 88.4%

Mission Complete! (Defeat the fiends attacking the towers)

Enter the secret cave and rescue Cid. Defeat the Machina Panzer boss. Episode Complete!

Onboard the airship, speak with Cid on the outside Deck.

Return to the Bridge to view Cid's tirade.

MACALANIA WOODS: +0.6% TOTAL: 89.0%

View the scenes at the two springs. Episode Complete!

Trigger the scene with O'aka and Wantz near the Travel Agency. Episode Complete!

BIKANEL DESERT: +1.2% TOTAL: 90.2%

Mission Complete! (Locate the first nine Gatekeepers and return them to the Cactuar Nation at Bikanel)

Mission Complete! (Enter the Cactuar Hollow and defeat the Jumbo Cactuar)

Mission Complete! (Defeat Angra Mainyu) Episode Complete!

Return to the Cactuar Nation and speak with Benzo.

BEVELLE: +1.8% TOTAL: 92.0%

Episode Complete!

Inside Via Infinito, the hidden dungeon at Bevelle, obtain Crimson Sphere 6 at Cloister 0. Defeat Aranea and obtain Crimson Sphere 8 at Cloister 20.

Board the Celsius and view Crimson Report 6 and Crimson Report 8 at Shinra's station.

Defeat Trema in Cloister ∞. Episode Complete!

CALM LANDS: +0.4% TOTAL: 92.4

Raise the publicity level of either company to level 5 before entering the Calm Lands. Episode Complete!

Dispatch three chocobos of each level without any of them running away to reveal the Chocobo Ranch's secret dungeon. Complete the dungeon and defeat the Anything Eater. Episode Complete!

MT. GAGAZET: +1.2% TOTAL: 93.6%

Episode Complete!

AIRSHIP CELSIUS: +0.6% TOTAL: 94.2%

After getting Episode Complete in every location, YRP is presented with the Gullwings' prized Mascot dressphere.

Talk to Brother and decide where you want to go to jump into the Farplane (any location is fine).

FARPLANE: +0.8% TOTAL: 95.0%

Advance to the Farplane Abyss to find Leblanc waiting for Nooj.

AIRSHIP CELSIUS: +2.4% TOTAL: 96.0%

After entering the Farplane, board the Celsius and view the consecutive familiy events: Speak to Shinra on the Bridge, overhear Buddy and Brother on the Deck, view the confrontation with Cid at the Cabin area. Return from the Farplane a second time and speak with Rikku on the Deck.

FARPLANE: +4.0% TOTAL: 100.0%

Defeat Vegnagun.

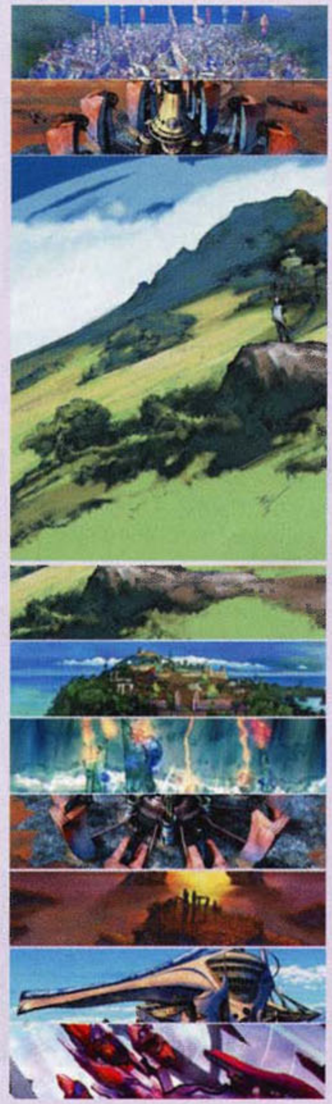
Defeat final boss.

CHAPTER 5 COMPLETE!

During the scene at the Farplane Abyss, press the X button to hear whistling.

Answer the fayth "Yes!" to view the Perfect Ending.

MINI-GAMES



When Available:	**Chapters 1, 2, 3, and 5**
Location:	**Luca**
Objective:	**A new game is all the rage among the blitzball-bereft citizens of Luca. Mathematical skills and a quick mind are what is needed to beat the Sphere Break players at their favorite game. Collect coins while digging in the Bikanel Desert or win them in matches. Come back to Luca during Chapter 3 to participate in the Sphere Break Tournament and see if you can defeat Shinra in the final match for the Lady Luck Dresssphere.**

SPHERE BREAK OVERTAKES LUCA!

Sphere Break is one of the few mini-games that spans almost the entirety of the game. To start it, visit Luca after you see the Behind the Scenes mission explaining what Yuna was doing while Rikku and Paine were catching Leblanc at the concert. Head over to the blitzball stadium and go into the locker room on the right. There you'll meet up with Rin, the creator of Sphere Break. He'll give you some of the basics and refer you to a proctor in the other locker room.



Clear the Behind the Scenes mission to gain unrestricted access to Luca. Head to the stadium locker rooms to start playing Sphere Break.



Look for this character to learn the rules of Sphere Break. His tutorial is highly recommended. In addition, he's the only player you can play in Chapter 1.

Talk to the Rin's beaked asistant to get 20 entry coins and the rules of the game. During Chapter 1, you can only play against this character, so take advantage of this time to get familiar with the game and win some more coins.

The number of players you can take on increases as you proceed through the game. In Chapter 3, head back to Luca for the Sphere Break Tournament. In Chapter 5, look in the locker rooms for even stronger players and greater challenges!

PLAYING SPHERE BREAK

Sphere Break is a fun game to play once you understand the rules. Basically, you're racing against the clock to create multiples of the Core Sphere's core number using combinations of 16 numbered coins.



Get used to the look of the game board so that you know where to look for information instinctively.

Sphere Break takes place on a special game board that holds 16 coins and a Core Sphere. Don't worry about finding a Core Sphere of your own (you won't); just look for people who have one of their own to play with. The core sphere randomly generates a core number from 1-9 and appears as the small sphere in the center of the board. Using the 16 coins surrounding the Core Sphere, you must create a multiple of the core number to end the turn. The number of Border Coins you use in a turn is applied against the game's quota (a figure that varies depending on the Core Sphere you're playing against). When you meet the quota within the number of turns set, you win the game. If you fail to create a multiple of the core number within the time limit set or fail to meet the quota in the number of turns specified, you lose the game.



The core number on this board is 3. The Entry Coins are the ones you get at the start of the game. Their face numbers are 3, 2, 1 and 5.

Central to Sphere Break are the two different types of coins used to create multiples of the core number. The four gold colored coins surrounding the Core Sphere are called Entry Coins, which you supply. You must have four different Entry Coins to play the game and once the game is over, they are gone for good. However, you can win more in the game or by digging in the Bikanel Desert. There are 64 different Entry Coins, each with their own base numbers from (1-9) and different traits.

Around the Entry Coins are 12 silver colored coins called Border Coins. The NPC player provides these coins. Border Coins are used in combination with the Entry Coins to create multiples of the core number. Like the Entry Coins, Border Coins are also numbered from 1-9. However, at the end of a turn, the number on the front of the remaining Border Coins increases by 1.



The Border Coins form a ring on the outside of the board. The numbers on the coins increase by 1 at the end of each turn. Coins with the number 9 disappear at the end of a turn if they aren't used.

The numbers on the front of both the Entry and Border Coins are used to create multiples of the core number. For example, say that the core number for a certain round is 4. You need to make a multiple of that number (4) to create a "Core Break" to end the turn. Above the game board is an information bar that indicates the current sum of the coins you've chosen and, under the heading Break Multiples, gives you the next three multiples of the core number. If you get lost, use the information bar to help close out your Core Break.

At the start of each turn, the core number is revealed and you have a set amount of time to create a multiple of that number. First, you must choose one of the Entry Coins. At the start of the mini-game, you are given four different types of coins (Coyote, Flan, Helm, and Zurvan) with the following numbers on their faces: 3, 2, 1, and 5 respectively. Let's say the core number for a turn is three. You can choose to end the turn by starting with the Coyote Entry Coin (which has a three on it), or attempt to create a larger combo by choosing one of the other Entry Coins. Since the Entry Coins you use never count directly towards the quota, you'll almost always want to use at least two coins (one Entry Coin and one or more Border Coins) to make a Core Break—otherwise, you've most likely wasted a turn.



When you are trying to create Break Multiples with large numbers of Border Coins, use the information bar to keep track of the sum of the coins you've chosen and the next multiples of the core number.

After selecting an Entry Coin, you can choose freely from the remaining coins (both Entry and Border Coins). After choosing a coin, you cannot deselect it, so choose wisely—but quickly. Continuing the example from above, the first three multiples of the core number 4 are 4, 8, and 12. If you chose the Zurvan coin as your Entry Coin (with a face value of 5), you only have to add 3 to your current sum to create a Core Break at 8. You can combine the Zurvan coin with a Border Coin with the face value of 3 or two Border Coins with face values of 1 and 2 to create the Core Break. Whatever coins you choose, once you create a coin combination that equals a multiple of the core number, the turn ends and the number of Border Coins you used to make your Core Break are applied against the match *quota*.

ADVANCED TECHNIQUES



The core number 1 can easily derail your attempts to meet your quota, since the first Entry Coin you choose will immediately cause a Core Break. Your only chance to whittle away the quota is to go for a "Multiplier Echo."

The terms for winning and losing a match of Sphere Break are pretty simple: To win, you must fill the Quota within the required number of turns. When you start a game of Sphere Break with one of the NPCs, these terms are clearly laid out. If you forget, look at the box in the upper-left corner of the screen for a reminder.

However, there are many ways to lose a match of Sphere Break. The most obvious way is to fail to make your quota within the set number of turns. This is easy to do at the start of your Sphere Break experience as you try to get used to the way the game works.

The easiest way to lose the game is by failing to make a Core Break within the set turn time limit. Each turn has a set time limit that you have to work within. As you strive to create larger coin combinations, it is very easy to get lost within your calculations and either run out of coins or time.



Be careful when making Core Break combinations. It is very easy to panic and try to use up all of your Border Coins in one shot. Unfortunately, this urge will leave you without many options for a couple of turns and may cost you the match.

Since the Border Coins you use in a Core Break are removed from the board at the end of a turn, you should avoid using too many Border Coins for several turns until they're replenished. A 10-coin combo is nice, but there are other ways to increase the number of coins applied against your quota that don't involve using a lot of coins in one turn.

COIN TRAITS



Check out an Entry Coin's traits before deciding whether to put it in the game. Use these traits to your advantage and you'll win big!

The majority of coins have traits associated with them that can give you prizes of items or coins, alter the gil value of your Entry Coins, or add multipliers to the number of coins applied against your quota for that turn, just to name a few. The traits assigned to Border Coins are randomly determined and vary from coin to coin. The traits associated with Entry Coins are predetermined and do not change. When choosing the four Entry Coins you're going to play with, keep their face value and traits in mind. If you can stack your deck with Entry Coins that double, triple, quadruple, or even quintuple the number of coins added toward the quota, you can reach even the largest quotas with ease!

ECHO BONUSES

There are two advanced Entry Coin traits that require special attention: Coin Count Echo and Multiplier Echo. Selecting a coin with these traits as one of your four entry coins allows you to get Coin Count Echo and Multiplier Echo bonuses during the game. Once you select these coins at the beginning of the match, you're eligible for the bonus every turn whether you select the coin on that turn or not.



You must have a coin with the "Coin Count Echo" or "Multiplier Echo" trait before you'll be able to score any Echo bonuses.

A Coin Count Echo occurs when you use the same number of coins to create a Core Break two or more in a row. The multiplier increases by one for each turn you make a Sphere Break using the same number of coins. This is a quick and easy way to tear through the quota, and you don't even have to use a large number of coins to see big results quickly. In effect, if you use 2 or 3 coins to make a Sphere Break on every turn, you can build up a large Echo Bonus without depriving yourself of Border Coins or taxing your brain. You don't have to be a math genius to figure out multipliers with three or four coins.

Coin Count Echo Bonus = # of Border Coins Used x the # of Consecutive Echoes.

The Multiplier Echo is a bit trickier to pull off (and the coins with this trait are harder to find). Basically, if you make a Core Break with the same multiplier twice in a row, you start a Multiplier Echo and earn bonus quota points. For example, if you have a core number of 3 and you make a core break with a sum of 6, the multiplier used in the Multiplier Echo is 2x the core number. So, in the next turn, you want to use a number that is 2x the core number to create the Core Break. If the next core number is 6, then you want to use 12 as your Core Break sum to complete the Multiplier Echo. The more turns you can keep this up, the larger the bonus.

Multiplier Echo Bonus = Target Multiplier x # of Consecutive Echoes

THE SPHERE BREAK TOURNAMENT



It's tournament time! Can you beat Shinra and win the Lady Luck Dressphere?

Visit Luca in Chapter 3 to participate in the Sphere Break Tournament. The rules for this tournament are pretty simple: You must win three matches to advance to the finals where you take on your buddy, Shinra. If you lose three matches, you are disqualified. You can't take on the same competitor twice and you must use the coins provided speciciflcally for the contest.



The Ahriman Entry Coin is the key to relatively easy victories.

Fortunately, the coin restrictions work in your favor. The four types of coins (Ahriman, Bird, Reptile, and Wasp) aren't the greatest, but their face values (6, 5, 3, 2 respectively) are pretty useful and the Ahriman coin has the Coin Count Echo trait. Make the most of the Coin Count Echo trait by shooting for Core Breaks using the same number of coins each turn to quickly take down your opponents.

SPHERE BREAK PLAYER INFORMATION

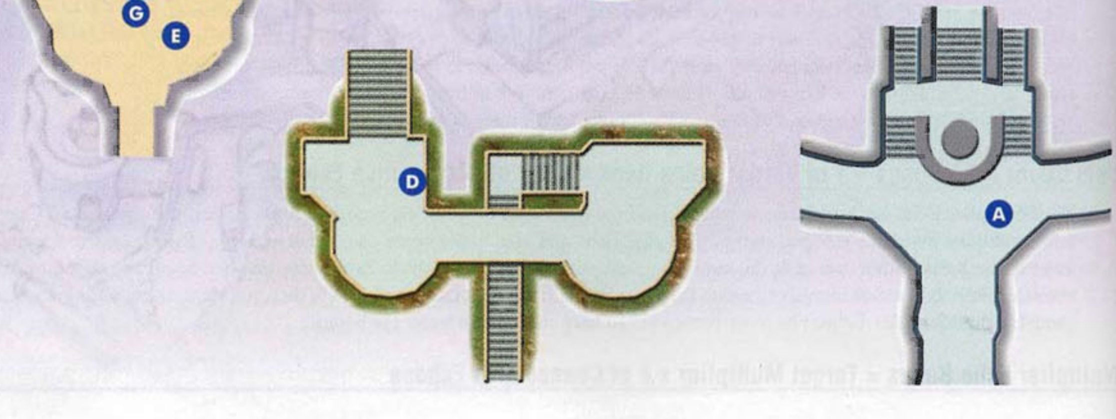
This section provides all of the basic information about the various Sphere Break players, including their locations and levels of difficulty. You will also find information about the types of items and coins you can win when you take them on. The lists of items and coins correspond with the information given in the following tables.





SPHERE BREAK PLAYERS (NORMAL)

LOC.	NAME	#TURNS	TIME LT.	QUOTA	DIFF.	ITEM	RARE ITEM	COIN	RARE COIN	AVAILABILITY
1	Practice Core Sphere	15	60 sec	20	*	Item A	Rare A	Group A	Group D	Always
2	Shades Core Sphere	15	60 sec	20	**	Item A	Rare A	Group A	Group D	Chapters 2-5
3	Punk Core Sphere	20	45 sec	80	****	Item D	Rare D	Group C	Group E	Chapters 2-5
4	Gigolo Core Sphere	15	60 sec	30	***	Item B	Rare B	Group B	Group E	Chapters 3-5
5	Dream Shop Core Sphere	20	45 sec	50	***	Item C	Rare B	Group B	Group E	Chapters 3-5
6	Shoopuf Core Sphere	20	45 sec	50	***	Item B	Rare B	Group A	Group D	Chapter 5
7	Pet Core Sphere	15	30 sec	50	***	Item P	Rare P	Group C	Group F	Chapter 5
8	Gagazet Core Sphere	30	60 sec	100	***	Item C	Rare C	Group B	Group E	Chapter 5
9	Shinra Core Sphere	20	30 sec	100	*****	Item S	Rare S	Group D	Group E	Chapter 5
10	Macalania Core Sphere	30	45 sec	80	****	Item B	Rare C	Group B	Group D	Chapter 5
11	Mi'ihen Core Sphere	30	20 sec	150	*****	Item D	Rare D	Group C	Group F	Chapter 5
12	Bevelle Core Sphere	30	30 sec	200	*****	Item E	Rare E	Group D	Group G	Chapter 5
13	Marrvelous Core Sphere	30	30 sec	300	*****	Item E	Rare E	Group D	Group H	Chapter 5



SPHERE BREAK PLAYERS (NORMAL)

LOC.	NAME	# TURNS	TIME LT.	QUOTA	DIFF.	ITEM	RARE ITEM	COIN	RARE COIN	AVAILABILITY
A	Intimidator Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
B	Slacking Guard Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
C	Grandpa Core Sphere	15	45 sec	30	***	Item B	-	-	-	Always
D	Dream Shop Core Sphere	10	60 sec	25	**	Item B	-	-	-	Always
E	Fresh Catch Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
F	Shades Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
G	Punk Core Sphere	15	60 sec	40	***	Item B	-	-	-	1 Win
H	Gigolo Core Sphere	15	60 sec	30	***	Item B	-	-	-	1 Win
I	Shoopuf Core Sphere	10	60 sec	20	***	Item B	-	-	-	1 Win
J	Pet Core Sphere	15	45 sec	40	***	Item P	-	-	-	2 Win
K	Shinra Core Sphere	15	45 sec	5	****	Item S	-	-	-	Final Match

The following section lists the items given away during matches.

ITEM A

Hi-Potion	60%
Remedy	20%
Dispel Tonic	20%

ITEM B

Hi-Potion	20%
Chocobo Feather	20%
Lunar Curtain	20%
Light Curtain	20%
Star Curtain	20%

ITEM C

Hi-Potion	20%
Ether	20%
Remedy	20%
Healing Spring	20%
Dispel Tonic	20%

ITEM D

Mega-Potion	20%
Healing Spring	40%
Stamina Tablet	20%
Mana Tablet	20%

ITEM E

Mega-Potion	20%
Ether	20%
Remedy	20%
Chocobo Feather	20%
Healing Spring	20%

ITEM P

*Hi-Potion	20%
Ether	10%
Remedy	20%
Healing Spring	20%
Dispel Tonic	20%
**White Signet Garment Grid	10%

*Increases to 30% after winning the White Signet Garment Grid.

**Drops to 0% after winning the White Signet Garment Grid.

ITEM S

*Hi-Potion	20%
Chocobo Feather	10%
Lunar Curtain	20%
Light Curtain	20%
Star Curtain	20%
**Treasure Hunt Garment Grid	10%

*Increases to 30% after winning the Treasure Hunt Garment Grid.

**Drops to 0% after winning the Treasure Hunt Garment Grid.

RARE A

X-Potion	40%
Ether	20%
Healing Spring	20%
Stamina Tablet	20%

RARE B

X-Potion	20%
Stamina Tablet	20%
Mana Tablet	20%
Stamina Tonic	20%
Mana Tonic	20%

RARE C

Mega-Potion	20%
Chocobo Feather	40%
Chocobo Wing	40%

RARE D

X-Potion	20%
Mega Phoenix	20%
Chocobo Feather	20%
Stamina Tonic	20%
Mana Tonic	20%

RARE E

X-Potion	20%
Ether	10%
Mega Phoenix	20%
Remedy	10%
Chocobo Wing	10%
Healing Spring	10%
Mana Tonic	10%
Twin Stars	10%

RARE P

X-Potion	20%
Mega-Potion	10%
Ether	10%
Remedy	10%
Chocobo Wing	10%
Healing Spring	20%
Mana Tonic	10%
*White Signet Garment Grid	10%

*Becomes a Hi-Potion after winning the White Signet Garment Grid.

RARE S

*X-Potion	20%
Mega Phoenix	10%
Chocobo Feather	20%
Chocobo Wing	20%
Mana Tonic	20%
**Treasure Hunt Garment Grid	10%

*Increases to 30% after winning Treasure Hunt Garment Grid.

**Drops to 0% after winning Treasure Hunt Garment Grid.

The following lists the coins given away during matches.

GROUP A

Ahriman Coin
Bird Coin
Coyote Coin
Flan Coin
Helm Coin
Reptile Coin
Wasp Coin
Zurvan Coin

GROUP B

Defender Coin
Drake Coin
Malboro Coin
Phantom Coin
Purpurea Coin
Ruminant Coin
Worm Coin
Zu Coin

GROUP C

Behemoth Coin
Blade Coin
Chimera Coin
Coeurl Coin
Elemental Coin
Iron Giant Coin
Ogre Coin
Tomb Coin

GROUP D

Adamantoise Coin
Bomb Coin
Cactuar Coin
Daeva Coin
Kukulcan Coin
Magic Urn Coin
Ochu Coin
Stalwart Coin

GROUP E

Arachnid Coin
Creeper Coin
Dragon Coin
Fungus Coin
Pairika Coin
Piranha Coin
Sahagin Coin
Tonberry Coin

GROUP F

Dinictus Coin
Eater Coin
Evrae Coin
Haizhe Coin
Hermit Coin
Omega Weapon Coin
Tentacles Coin
Ultima Weapon Coin

GROUP G

Angra Mainyu Coin
Azi Dahaka Coin
Chocobo Coin
Gel Coin
Georapella Coin
Precepts Guard Coin
Jumbo Cactuar Coin
Seymour Coin

GROUP H

???? Coin
Auron Coin
Kimahri Coin
Lulu Coin
Paine Coin
Rikku Coin
Wakka Coin
Yuna Coin

ENTRY COIN LIST

The following table lists all of the Entry Coins you can find in the game. Most of them can be obtained through the "Let's Go Digging" mini-game. Please refer to that section to find out which coins can be found in which areas.

COIN NAME	ENTRY NO.	TRAIT	HOW TO OBTAIN	GROUP
Adamantoise Coin	3	Item	Let's Go Digging Mini-Game	D
Ahriman Coin	6	Coin Count Echo	Sphere Break Tournament	A
Angra Mainyu Coin	3	Quota Multiplier Echo4	-	G
Arachnid Coin	1	-	Let's Go Digging Mini-Game	E
Auron Coin	9	Quota Multiplier Echo4	-	H
Azi Dahaka Coin	7	Rare Item	Let's Go Digging Mini-Game	G
Behemoth Coin,	7	Quota Multiplier Echo2	Let's Go Digging Mini-Game	C
Bird Coin	5	-	Sphere Break Tournament	A
Blade Coin	3	Coin Count Echo	Let's Go Digging Mini-Game	C
Bomb Coin	1	Coin Count Echo	Let's Go Digging Mini-Game	D
Cactuar Coin	2	Coin	Let's Go Digging Mini-Game	D
Chimera Coin	2	Item	Let's Go Digging Mini-Game	C
Chocobo Coin	6	Coin	Let's Go Digging Mini-Game	G
Coeurl Coin	5	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	C
Coyote Coin	3	Coin	Sphere Break Tutorial	A
Creeper Coin	3	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	E
Daeva Coin	9	Quota Multiplier Echo2	Let's Go Digging Mini-Game	D
Defender Coin	8	Multiplier Echo	Let's Go Digging Mini-Game	B
Dinictus Coin	1	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	F
Dragon Coin	9	Gil Multiplier Echo2	Let's Go Digging Mini-Game	E
Drake Coin	4	Coin Count Echo	Let's Go Digging Mini-Game	B
Eater Coin	3	Rare Coin	Let's Go Digging Mini-Game	F
Elemental Coin	9	-	Let's Go Digging Mini-Game	C
Evrae Coin	2	Coin Haul Multiplier Echo3	Let's Go Digging Mini-Game	F
Flan Coin	2	Item	Sphere Break Tutorial	A
Fungus Coin	3	Coin	Let's Go Digging Mini-Game	E
Gel Coin	3	-	Let's Go Digging Mini-Game	G
Georapella Coin	3	Quota Multiplier Echo4	Speak to a person in the Youth League Base for 5 of these.	G
Guardian Coin	4	Quota Multiplier Echo3	-	G
Haizhe Coin	5	Coin	Let's Go Digging Mini-Game	F
Helm Coin	1	-	Sphere Break Tutorial	A
Hermit Coin	3	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	F
Iron Giant Coin	6	Multiplier Echo	Let's Go Digging Mini-Game	C
Jumbo Cactuar Coin	5	Rare Item	-	G
Kimahri Coin	9	Rare Item	-	H
Kukulcan Coin	8	-	Let's Go Digging Mini-Game	D
Lulu Coin	9	Rare Coin	-	H
Magic Urn Coin	5	Gil Multiplier Echo2	Let's Go Digging Mini-Game	D
Malboro Coin	3	Multiplier Echo	Let's Go Digging Mini-Game	B
Ochu Coin	7	Gil Multiplier Echo2	Let's Go Digging Mini-Game	D
Ogre Coin	4	Coin	Let's Go Digging Mini-Game	C
Omega Weapon Coin	7	Quota Multiplier Echo3	Let's Go Digging Mini-Game	F
Paine Coin	9	Multiplier Echo	-	H
Pairika Coin	7	Coin Count Echo	Let's Go Digging Mini-Game	E
Phantom Coin	7	Coin	Let's Go Digging Mini-Game	B
Piranha Coin	6	Multiplier Echo	Let's Go Digging Mini-Game	E
Purpurea Coin	5	-	Let's Go Digging Mini-Game	B
Reptile Coin	3	-	Sphere Break Tournament	A
Rikku Coin	9	Quota Multiplier Echo4	-	H
Ruminant Coin	1	Item	Let's Go Digging Mini-Game	B
Sahagin Coin	2	Coin Count Echo	Let's Go Digging Mini-Game	E
Seymour Coin	9	Rare Item	-	G
Stalwart Coin	4	Multiplier Echo	Let's Go Digging Mini-Game	D
Tentacles Coin	3	Coin Count Echo	Let's Go Digging Mini-Game	F
Tomb Coin	1	-	Let's Go Digging Mini-Game	C
Tonberry Coin	4	Coin Haul Multiplier Echo2	Let's Go Digging Mini-Game	E
Ultima Weapon Coin	9	Quota Multiplier Echo2	Let's Go Digging Mini-Game	F
Wakka Coin	9	Rare Item	-	H
Wasp Coin	2	Item	Sphere Break Tournament	A
Worm Coin	2	Coin	Let's Go Digging Mini-Game	B
Yuna Coin	9	Coin Count Echo	-	H
Zu Coin	3	Item	Let's Go Digging Mini-Game	B
Zurvan Coin	5	-	Sphere Break Tutorial	A
???? Coin	9	Quota Multiplier Echo5	-	H

When Available:	**Chapters 1, 2, 3, 5**
Location:	**Bikanel Desert**
Objective:	**Help the Al Bhed search for Machina Parts hidden in the swirling sands of the Bikanel Desert. In the process, you may unearth helpful items like Al Bhed Primers and coins for Sphere Break. Digging is a great way to earn gil and EXP.**

REGISTERING FOR THE DIG



Gippal is a bit hard to take, but you have to endure his constant flirting to get the Letter of Introduction.

In Chapter 1, visit Djose Temple and talk to Gippal to register for the desert excavation. Before you can see him, though, you must stand in line outside the office. Talk to the people waiting around the temple to make the time pass more quickly. After doing so, go inside the temple and speak to Gippal. Follow him out to the bridge in front of the temple where he'll hand over a **Letter of Introduction** to take to Nhadala at the Al Bhed outpost in the Bikanel Desert.

Go to Bikanel Island and follow Rikku to the Al Bhed camp. The journey becomes rather difficult, and eventually the Al Bhed find the Gullwings. Give Nhadala the Letter of Introduction.



If it looks like Rikku doesn't know where she's going, that's because she doesn't! Don't worry when your party collapses from dehydration; the Al Bhed will find them in plenty of time to rescue them from the harsh desert!

WHERE'S NHADALA?

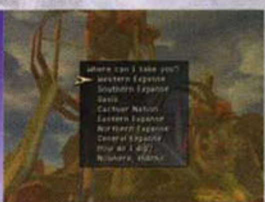
If you visit Bikanel Desert before getting the Letter of Introduction from Gippal, you'll find the camp but you'll learn that Nhadala is out in the field working. Come back to the desert after the events with Gippal at Djose Temple to find her.

DIGGING 101

To start an excavation, talk to the hoverpilot and choose a location. In Chapter 1, you can only dig in the Western Expanse, but the number of locations the Al Bhed are currently excavating increases as the game progresses.

DIGGING SPOTS IN THE BIKANEL DESERT

LOCATION	CHAPTERS AVAILABLE	REQUIREMENTS
Western Expanse	1, 2, 3, 5	Get the Letter of Introduction from Gippal in Chapter 1.
Southern Expanse	2, 3, 5	Complete the Oasis Mission.
Eastern Expanse	3, 5	Undertake the Cactuar Nation Mission.
Northern Expanse	3, 5	Undertake the Cactuar Nation Mission.
Central Expanse	5	Send a Chocobo from the Chocobo Ranch to Bikanel Island. (The first one you send to this area will run away.)



You can count on this hover pilot to ferry you to the different desert locations.

Once the hover reaches its destination, a small radar screen appears in the upper-left portion of the screen. This indicates the location of the hover and digging spots. It even keeps track of your position, the position of your rivals, and the location of any strange creatures in the area. Locations of machina parts are marked with a yellow "X," while a white "X" marks the locations of other items.



To dig in the desert sand, simply stand over one of the excavation points on the radar screen. Yuna will then dig automatically.

You have 60 seconds to scavenge for treasure and get back to the hover before the heat and desert sands overwhelm the party. Keep this in mind when the radar is first revealed and plan your course appropriately. If you fail to make it back to the hover in time, the mission is automatically considered a failure!



The Gullwings can only survive for 60 seconds in the desert before help is needed!



Ambushed!

A trip is considered successful if you manage to find the machina part in the area and return to the hover within the time limit. Make finding this item (the yellow "X") your first priority! After doing so, you can check out the other digging sites. Not only will you find items (both common and rare) under a white "X," but you may also encounter a fiend ambush! The desert is full of dangerous fiends, so be prepared for a fight.

To make the excavation more interesting, the Gullwings are competing against others. Keep tabs on any rivals by looking for a grey-colored arrow on the radar screen. Occasionally, you will be alerted to the presence of a strange entity in the area. This fiend, Angra Mainyu, is marked on the radar with a purple arrow. If it appears where you are working, return to the hover as fast as possible. Angra Mainyu is next to impossible to defeat early in the game and, while it may not defeat your party, it will blast them from the desert.



Avoid Angra Mainyu at all costs until your party is strong enough to seriously wound it. This gigantic fiend has 333444 HP. And that's not including its two limbs, Tawrich and Zarich, which join the battle in Chapters 2 and 3 respectively!

RAISING YOUR RANK

When you return from a dig, there's a chance your rank will go up. Your mad digging skills are automatically evaluated after you complete 15, 30, 60, 90, 120, 150, and 180 digs. If you have more successfull digs than failed digs when you're evaluated, your rank will go up one level. There are four ranks all together: Sandbox League, Beach Comber, Sand Blaster, and Zen Master of Digging. See if you can master the digging game before the end of Chapter 5! The ranks are just thrown in for fun and don't affect your digging wages.

APPLY FOR PAY RAISES AT DJOSE TEMPLE!

Initially, the party earns 100 gil for each successful excavation. However, you can increase this amount by taking a simple exam at Djose Temple. Visit the temple and head straight for the room to the right of the research lab. Go up to the kiosk in the right-hand corner of the room and apply for a raise. You'll be asked your opinion of six different questions. Indicate whether you agree, disagree, or have no strong opinion about the statement asked. Each answer nets you anywhere from 2 to 0 points, depending upon how closely your opinion matches the computer's. If you score high enough, a pay raise is granted. If you fail, you must go back to the Bikanel Desert and dig for a while before you can apply again. The easiest way to pass each exam is to answer as though you love digging more than anything else in the world—including a pay raise!



Look for this kiosk inside Djose Temple. It's located in the room farthest to the right.



The exam questions are easy once you know how to answer them. Just remember to impress the computer by showing your enthusiasm for digging!

The number of points needed to pass the exam changes in each chapter, as does the maximum amount of gil you can earn in each successful mission. You can only fail the exam five times before you are no longer allowed to attempt it. In most cases, if the appropriate answer is not clear, you can expect to get at least one point by answering "No Opinion." At the start of each chapter, your previous wages are thrown out and reset to the starting wages shown in the table below.

CHAPTER	NUMBER OF POINTS NEEDED TO PASS	STARTING WAGE	WAGE CAP
1	5 points +	100 gil	150 gil
2	7 points +	150 gil	300 gil
3	8 points +	200 gil	400 gil
5	11 points +	300 gil	850 gil

Your actual wage cap depends on how high you managed to get your wages in earlier chapters. The nitty-gritty are explained in the fo lowing table, but essentially, if you want to end the game with the highest possible wages, you'll need to max out your wages before en ing each chapter. If ou don't apply for any wage increases before Chapter 5, the highest wage you'll be able to get is only 500 gil!

CHAPTER	MAX WAGE FORMULA
1	150
2	200 + (Wage at end of Ch. 1 - 100) x2
3	250 + (Wage at end of Ch. 2 - 150) /3 + (Wage at end of Ch. 1 - 100) x2
5	500 + (Wage at end of Ch. 3 - 200) /2 + (Wage at end of Ch. 2 - 150) /3 + (Wage at end of Ch. 1 - 100) x2



Successful exam taking leads to higher salaries and more reasons to spend time in the desert!

THE OASIS AND CACTUAR NATION

Items:	***Normal treasure chest:*** **Potion, Hi-Potion, Phoenix Down, Antidote;** ***Al Bhed treasure chest:*** **Hi-Potion, Mega Phoenix, Remedy**
Coins:	**None**

Two other areas open up when you come to Bikanel Desert to dig: the Oasis and the Cactuar Nation. The Oasis opens up in Chapter 2 when you're asked by Nhadala to check out the region for strange events. Heed the pilot's advice and make sure that you are equipped to do battle before proceeding, as strange things are afoot in the Oasis!

After completing this mission, you can return to the Oasis for a different type of treasure hunting. During visits to the Oasis, you may find a treasure chest bearing interesting stuff. Head to the Oasis in Chapters 3 and 5 and you may encounter a caravan selling lots of amazing accessories! For the low-down on the treasure available here, refer to the following tables.

CHANCE OF VARIOUS EVENTS OCCURRING IN THE OASIS

EVENT	PERCENTAGE
Caravan (only in Chapters 3 and 5)	25%
Something appears floating in the Oasis	70%
Nothing happens	5%

CHANCE OF VARIOUS THINGS APPEARING IN THE OASIS

ITEM	PERCENTAGE
Normal Treasure Chest	20%
Al Bhed Treasure Chest	30%
Empty Treasure Chest	20%
Trash (empty bottle)	10%
Trash (empty can)	10%
Lost Dolphin	10%



One of three things occurs when you enter the Oasis: 1. You find something floating in the Oasis; 2. You find nothing; 3. You encounter the Caravan. The Caravan only appears in Chapters 3 and 5, once you've undertaken another task for the Al Bhed.

The Cactuar Nation is home to the cacti that have watched over Bikanel Desert for countless ages. In Chapter 3, Nhadala sends the Gullwings out with her translator, Benzo, to make contact with Marnela, the leader of the Cactuar Nation. Marnela needs your help find the Ten Gatekeepers, cactuar who've headed out into the world of Spira to learn and grow in their travles. Going to the Cactuar Nation and beginning the search for the Ten Gatekeepers opens up the Eastern and Northern Expanses for exploration. For more detailed information on the Ten Gatekeepers mini-game, read further in this chapter.



The quest for the Ten Gatekeepers is another mini-game altogether, but speaking to Marnela opens up two more areas for digging in the desert. Just don't get distracted!

WESTERN EXPANSE (CHAPTERS 1-3, 5)

Items:	**Al Bhed Primer, Antidote (x2), Antidote (x5), Echo Screen (x2), Ether, Eye Drops (x2), Hi-Potion, Hi-Potion (x2), Holy Water (x2), Holy Water (x5), Potion, Phoenix Down, Potion, Remedy, Soft (x2), Soft (x5), Turbo Ether, 200 gil, 500 gil, 1000 gil, 3000 gil**
Coins:	***Chapter 1,2:*** **Coyote Coin, Defender Coin, Drake Coin, Flan Coin, Helm Coin, Malboro Coin, Phantom Coin, Purpurea Coin, Ruminant Coin, Worm Coin, Zu Coin, ZurvanCoin;** ***Chapter 3, 5:*** **Adamantoise Coin, Behemoth Coin, Blade Coin, Chimera Coin, Coeurl Coin, Daeva Coin, Elemental Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin, Ochu Coin, Tomb Coin**



This area, the first you can excavate, is the easiest to explore. You can count on having one rival who rarely goes after the Machina part.

SOUTHERN EXPANSE (CHAPTERS 2, 3, 5)

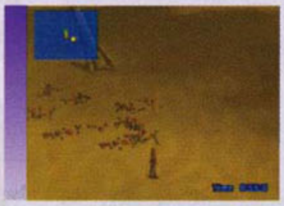
Items:	Al Bhed Primer, Antarctic Wind, Arctic Wind (x2), Bomb Core (x2), Bomb Fragment, Budget Grenade, Budget Grenade (x2), Budget Grenade (x3), Dark Grenade, Dragon Scale (x2), Electro Marble, Fish Scale, Grenade, Grenade (x2), L-Bomb (x2), Lightning Marble (x2), M-Bomb (x2), Petrify Grenade, Potion, S-Bomb (x2), Silence Grenade, 200 gil, 400 gil, 1000 gil, 4000 gil
Coins:	*Chapter 2:* Coyote Coin, Defender Coin, Drake Coin, Flan Coin, Helm Coin, Malboro Coin, Phantom Coin, Purpurea Coin, Ruminant Coin, Worm Coin, Zu Coin, Zurvan Coin; *Chapter 3, 5:* Adamantoise Coin, Behemoth Coin, Blade Coin, Chimera Coin, Coeurl Coin, Daeva Coin, Elemental Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin, Ochu Coin, Tomb Coin



The second area to open up (starting in Chapter 2) is very similar to the first area. However, watch out for all of the shoopufs wandering around the desert, as they may block you from a digging spot. Beware, this is the first area where the swirling sands may conceal the yellow "X" that marks the location of the buried Machina parts. Keep searching, as it will eventually appear before the time limit runs out!

EASTERN EXPANSE (CHAPTERS 3, 5)

Items:	Al Bhed Primer, Echo Screen (x5), Ether, Eye Drops (x5), Hi-Potion, Hi-Potion (x2), Mega Phoenix, Phoenix Down, Potion, Power Gloves, Remedy, Soft (x5), 1000 gil, 5000 gil
Coins:	Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin



Watch out for the machina class monsters in this area, as they can make life tough for your party. In addition, keep an eye out for a green "X" to appear on the radar screen. When you approach this digging location, you'll find the ruins of machina scattered all over the place. When you stand in a specific position, the machina pieces rush you into a series of four battles against Machina Hunters. After this occurs, you are automatically returned to the Al Bhed camp and the green "X" never appears again.

NORTHERN EXPANSE (CHAPTERS 3, 5)

Items:	Al Bhed Primer, Candle of Life, Chocobo Feather, Chocobo Wing, Light Curtain, Lunar Curtain, Potion, Phoenix Tail, Silver Hourglass, Star Curtain, Twin Stars, 400 gil, 5000 gil
Coins:	Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin



Zus guard the ruins in this area, so come prepared to fight when you first travel here. You can also expect to fight them in random battles, along with Sandworms, while searching for treasure.

CENTRAL EXPANSE (CHAPTER 5)

Items:	Al Bhed Primer, Desert Key, Dispel Tonic, Ether, Farplane Shadow, Grenade, Hi-Potion, M-Bomb (x2), Mega-Potion, Nature's Tome, Poison Fang, Potion, S-Bomb (x2), 1000 gil, 2000 gil
Coins:	Azi Dahaka Coin, Chocobo Coin, Dinictus Coin, Eater Coin, Evrae Coin, Gel Coin, Haizhe Coin, Hermit Coin, Omega Weapon Coin, Tentacles Coin, Ultima Weapon Coin



This area only opens up in Chapter 5 after you send a chocobo from your ranch to explore the area. Apparently, this section of the desert is so vast that you need a chocobo to explore it! Regardless, digging for buried treasure on a chocobo is a great pleasure. It makes the process much faster and riding on a chocobo protects the party from random encounters! In addition, the speed of the chocobo enables you to travel further away from the hover and return at faster speeds.

However, you must keep an eye on your rival. He also rides a chocobo and can be a fierce competitor for both treasure and the prized machina part. Since the yellow "X" rarely appears at the start of a dig here, keep an eye on the radar and make a break for it when the sands disclose its location.

This section covers seven mini-games that occur in the Calm Lands in *FINAL FANTASY X-2*. Some are available immediately in Chapter 1, while others become available as a result of events that occur in earlier chapters. Since all these mini-games occur in this one large area, they are grouped together in this section.

THE PUBLICITY CAMPAIGN AND "THERE GOES THE BRIDE"

When Available:	**Chapters 1, 2, 3, 5**
Location:	**Calm Lands**
Objective:	**Spread the news about the Calm Lands attractions and the owner of Argent Inc.'s eligible son to the people of Spira. If you do a good enough job, you can win prizes and even trigger two new attractions to open up in Chapter 5.**



Ask about the Publicity Campaign to learn the basics and join the ranks of one of the two companies.

Two companies offer attractions in the Calm Lands: Argent, Inc. and Open Air, Inc. Each company provides their own credits and attempts to hire people to promote the games they run under their own names. They are fierce competitors, as each company tries to do their best to get the most business. When you stop by this area to try out some of their games, ask about their Publicity Campaigns, and see what you can do to help out!

Before you venture into the world of Spira to spread the gospel of either Open Air or Argent, Inc., head to the Travel Agency and talk to the head of Argent, Inc. He has a problem that you can help him with at the same time that you are promoting the area's attractions. It seems that his son is in need of a bride (or at least that's what dad thinks!), but the lad's too shy to go out and promote himself. While you're talking up the Calm Lands' games to the public, do a little matchmaking for the poor lad.



Feel like doing some matchmaking? Talk to the head of Argent, Inc. at his stand in the middle of the field to get more details!

SPREADING THE NEWS

Playing this mini-game is easy and doesn't add much to your already heavy load of sphere hunting. All you need to do is look for people in the various towns and highways of Spira who are willing to listen to your sales pitch and matchmaking advice. The tables that follow list all of the people to whom you can make your pitch. Simply match your sales tactics to their personalities!

To initiate a conversation with someone regarding the Publicity or Matchmaking campaigns, approach someone and press the Square button. If the campaign menu appears, give that person your best pitch. If not, then you know that this character is not open to such propaganda.



The Campaign Menu appears when you press the Square button while standing next to a willing participant.



Choose the right sales pitch and you'll get a pumped up response. If you fail to excite enough interest, try again in the next chapter.

Each campaign has five pitches and each one provokes various responses from NPCs. To get the most points, you must determine what line works best with each character. Talk to the character, first to get an idea of what he or she is interested in to gauge what tactic might work the best. Alternatively, you can just guess and hope that you get it right! If you fail to get the best response, you must approach that character again later on.

PLAYING THE PUBLICITY CAMPAIGN

Each company provides a list of their best lines. However, the responses to these lines remain the same regardless of which company you are pitching for! To get the best score, strive to get the best response ("They seem totally pumped!") and the highest point value (5) each time you speak with a NPC. In addition, you can approach the same NPC multiple times to build your score. Try making the rounds at least once a chapter for the highest total score!



Open Air and Argent, Inc. each have their own sets of sales pitches. However, once you figure out which pitch number to use, you can use the same one for the rival company.

OPEN AIR PITCHES

1. Fun awaits you at Open Air!
2. Take to the Air. Open Air.
3. Open Air. Get your Air on.
4. I lost 30 pounds with Open Air!
5. Shee yoo at Open Air, yesh?

ARGENT, INC. PITCHES

1. Fun awaits you at Argent!
2. Argent, at your service!
3. For a good time, call on Argent!
4. Argent. Fun you can rely on.
5. Would you like to hear about Argent, Inc.?

RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

They seem totally pumped!	5 points
They seem pretty psyched.	3 points
They seem mildly intrigued.	2 points
They don't seem the least bit interested.	1 point
They seem put off.	0 points

RAISING YOUR RANK



You can find out your current Publicity Rating and Level by asking your local Open Air or Argent representative in the Calm Lands.

Your score determines your rank as a PR representative. The goal is to reach Rank 5 before the end of Chapter 5. Accomplish this feat, and you'll complete the mini-game and bring fame to the winning company. Using the tables provided at the end of this section, you can rack up the points with ease. You also earn publicity points for any credits you lose while playing the mini-games in the Calm Lands region. The following tables provide the Publicity Rating needed for each Publicity Level and the conversion rate of mini-game credits to Publicity Points in each chapter.

POINTS NEEDED TO ADVANCE PUBLICITY LEVEL

PUBLICITY LEVEL	POINTS NEEDED
1	N/A
2	60
3	140
4	260
5	400

CONVERSION RATIO OF MINI-GAME CREDITS TO PUBLICITY POINTS

CHAPTER #	POINT RATIO
1	1 Publicity point for every 20 Mini-Game Credits
2	1 Publicity point for every 50 Mini-Game Credits
3	1 Publicity point for every 100 Mini-Game Credits
5	1 Publicity point for every 200 Mini-Game Credits

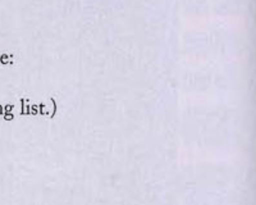
Keep in mind that your Publicity Level only grows as fast as your progress through the game. Regardless of the number of points you've accumulated, your highest rank will only be one level higher than the current chapter number. So if you pick up 283 PR points in Chapter 1, your rank at that time will max out at Level 2.

There are several gameplay aspects that are influenced by your Publicity Level advancement. They are:

- The number of prizes available for purchase by trading in credits increases. (See the following list.)
- New difficulty levels are added to Lupine Dash, Reptile Race, and Sky Slots.
- The number of credits you can bet during each mini-game increases.
- In Chapter 5, when you reach Publicity Level 5, the campaign ends. You can win up to two new mini-games based on your Publicity Level with both companies.

SWITCHING BETWEEN COMPANIES

For the best effect, you should campaign for both companies. However, switching between Open Air and Argent, Inc. comes at a price. When switching sides, the number of points you accumulated is cut in half. If you decide to return to that side's campaign later, you start from the reduced number. For example, if you accumulate 150 points for Argent, Inc.'s campaign and decide to switch to Open Air for a while, your PR points for Argent drop to 75. When you switch back to Argent, you start back at 75 points while the points you gathered for Open Air are halved.



Before switching sides, the company representative discloses all of the point loss information so you can make an informed decision.

If you want to unlock both mini-games at the end of the campaign, you should accumulate at least 280 Publicity Points for one company during the first two chapters and then switch to the rival company. Gather the 400 points needed to bring the episode to a close in Chapter 5, and when the points are tallied at the end, you get both games.

FABULOUS PRIZES!

The items you can purchase with your game credits change based on your current Publicity Level with that company. After the companies merge in Chapter 5 (after reaching Rank 5 in one of the two companies' campaigns), the items that appear are based on the ranks you reached with each company. For example, if you reached Rank 5 for Open Air and Rank 3 for Argent, Inc., you can purchase items available for Rank 5 from the Open Air "Publicity Level (After Integration)" column and items available for Level 3 from the Argent, Inc. "Publicity Level (After Integration)" column.



You can trade in credits for valuable and sometimes rare merchandise.

**These items can only be purchased after buying the Flash of Steel Garment Grid.*

OPEN AIR

ITEM	CREDIT	PUBLICITY LEVEL: BEFORE INTEGRATION 1	2	3	4	AFTER INTEGRATION 1	2	3	4	5
Potion	10	X	X	X	X	X	X	X	X	X
Phoenix Down	30	X	X	X	X	X	X	X	X	X
Budget Grenade	50	X	X	X	X	X	X	X	X	X
Hi-Potion	150	X	-	-	-	X	X	X	X	X
Charm Bangle	500	X	-	-	-	X	X	X	X	X
Grenade	70	-	X	X	X	-	X	X	X	X
Poison Fang	100	-	X	X	X	-	X	X	X	X
Remedy	200	-	X	X	X	-	X	X	X	X
Mithryl Gloves	750	-	X	-	-	-	X	X	X	X
Glass Buckle	2500	-	X	-	-	-	X	X	X	X
S-Bomb	100	-	-	X	X	-	-	X	X	X
Dark Grenade	300	-	-	X	X	-	-	X	X	X
Titanium Bangle	500	-	-	X	X	-	-	X	X	X
Power Wrist	1500	-	-	X	-	-	-	X	X	X
Black Belt	5000	-	-	X	-	-	-	X	X	X
M-Bomb	350	-	-	-	X	-	-	-	X	X
L-Bomb	500	-	-	-	X	-	-	-	X	X
Pretty Orb	1000	-	-	-	X	-	-	-	X	X
Shining Gem	3500	-	-	-	X	-	-	-	X	X
Mortal Shock	12000	-	-	-	X	-	-	-	X	X
Stamina Tablet	1000	-	-	-	-	-	-	-	-	X
Dream Shock	3000	-	-	-	-	-	-	-	-	X
Hyper Wrist	5000	-	-	-	-	-	-	-	-	X
Supreme Gem	15000	-	-	-	-	-	-	-	-	X
Tetra Gloves	50000	-	-	-	-	-	-	-	-	X
Sword Tome	80000	-	-	-	-	-	-	-	-	X
Disaster in Bloom Garment Grid	200000	-	-	-	-	-	-	-	-	X
*Bushido Tome	100000	-	-	-	-	-	-	-	-	X

ARGENT, INC.

ITEM	CREDIT	PUBLICITY LEVEL: BEFORE INTEGRATION 1	2	3	4	AFTER INTEGRATION 1	2	3	4	5
Potion	10	X	X	X	X	X	X	X	X	X
Phoenix Down	30	X	X	X	X	X	X	X	X	X
Budget Grenade	50	X	X	X	X	X	X	X	X	X
Hi-Potion	150	X	-	-	-	X	X	X	X	X
Ether	500	X	-	-	-	X	X	X	X	X
Lunar Curtain	70	-	X	X	X	-	X	X	X	X
Silver Hourglass	100	-	X	X	X	-	X	X	X	X
Dispel Tonic	200	-	X	X	X	-	X	X	X	X
Defense Veil	750	-	X	-	-	-	X	X	X	X
Gold Bracer	2500	-	X	-	-	-	X	X	X	X
Farplane Shadow	100	-	-	X	X	-	-	X	X	X
Mana Spring	300	-	-	X	X	-	-	X	X	X
Soul Spring	500	-	-	X	X	-	-	X	X	X
Tarot Card	1500	-	-	X	-	-	-	X	X	X
Hypno Crown	5000	-	-	X	-	-	-	X	X	X
Stamina Spring	350	-	-	-	X	-	-	-	X	X
Gold Hourglass	500	-	-	-	X	-	-	-	X	X
Pearl Necklace	1000	-	-	-	X	-	-	-	X	X
Tetra Band	3500	-	-	-	X	-	-	-	X	X
Soul of Thamasa	12000	-	-	-	X	-	-	-	X	X
Turbo Ether	1000	-	-	-	-	-	-	-	-	X
Mana Tonic	3000	-	-	-	-	-	-	-	-	X
Pixie Dust	5000	-	-	-	-	-	-	-	-	X
Chocobo Wing	15000	-	-	-	-	-	-	-	-	X
Tetra Bracelet	50000	-	-	-	-	-	-	-	-	X
Black Tome	80000	-	-	-	-	-	-	-	-	X
Flash of Steel Garment Grid	200000	-	-	-	-	-	-	-	-	X
*White Tome	100000	-	-	-	-	-	-	-	-	X

CLOSING THE CAMPAIGN



Now for the final tally! Which side will win?

The Publicity Campaign ends automatically in Chapter 5 upon reaching Level 5 with 400 or more points. If you want to build your campaign to that level for both companies, don't visit the Calm Lands during Chapter 5 until you are finished. During the Episode Complete event, the results of the Publicity Campaign contest are tallied and read to the anxious crowd. The company with the highest total wins.

However, the event doesn't end there! Under the advice and leadership of Tobli, the two companies decide to join forces and create a single holding company for the Calm Land amusements, called the Calm Skies Partnership. To celebrate, the park opens up one or two new amusements based on your performance. If you get to Rank 3 for Argent, Inc., a game called "Feed the Monkey" opens up by the northern entrance. If you get to Rank 3 for Open Air, a mini-game called "Gull Force" opens at the southern entrance of the field. Get to Rank 3 or higher in both companies' campaigns to open up both mini-games at the end of the mission!

PLAYING "HERE COMES THE BRIDE"



Matchmaking requires a delicate touch. You don't want to risk turning off the prospective bride!

"Here Comes the Bride" is played identically to the Publicity Campaign—after all, you are basically publicizing the son's eligibility to all of the women in Spira! As you spread the word about the Calm Lands' attractions, keep an eye out for single women who might be interested in the Argent owner's son. If you fail to illicit an excited response, try approaching the woman again later.

MATCHMAKING PITCHES

1. Find your better half!
2. I have the perfect person for you!
3. The heir to Argent, Inc. needs a fiancée...
4. The man of your dreams awaits!
5. Do you believe in... destiny?

RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

She seems really excited!	5 points
You've piqued her curiosity.	3 points
She doesn't seem interested.	2 points
You've turned her off.	1 point
You couldn't have offended her more if you tried.	0 points

THE BRIDE(S) COMETH!



How many brides can you corral? It looks like the job is just starting for the Argent heir!

You can keep track of your tally by talking to the father of the groom in the Calm Lands at any time before Chapter 5. However, when you approach him in Chapter 5, he finally gives you the results of all your hard work. How many prospective brides can you persuade to look the son over?

MATCHMAKING RESULTS

POINTS	# OF BRIDES	REWARD
0-29	0	Elixir
30-49	1 (Frumpish Lady)	Speed Bracer
50-79	1	Speed Bracer
80-104	2	Speed Bracer
105-129	3	Speed Bracer
130+	3+1 (Frumpish Lady)	Speed Bracer

PUBLICITY AND MATCHMAKING PARTICIPANT LOCATIONS

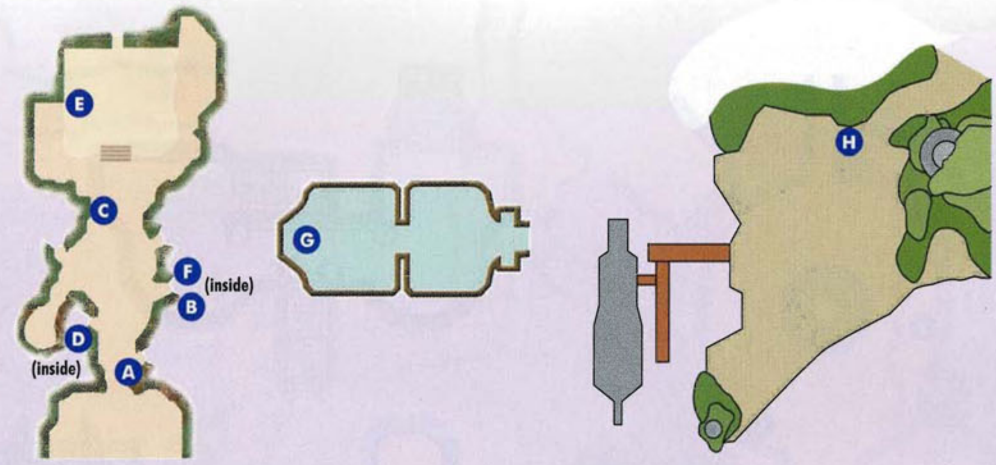
This section details the locations of all of the NPCs participating in the Publicity and Matchmaking Campaigns. When using these tables, refer to the accompanying maps to pinpoint the locations of the NPCs. Because some of the NPCs roam in a set course, each character's starting location is noted on the map. Also note that missions may pre-empt your ability to find or speak with a specific NPC. Look for them before or after completing a mission or event scheduled in that area.

The tables list the locations of the NPCs and the chapters in which you can find them. Some characters only appear in specific chapters or change locations from one chapter to another. The tables also provide the point value for each of the Publicity and Matchmaking pitches. Remember, a "5" indicates that you'll get the best response if you use that pitch, while a "0" indicates that you'll get the worst response.

KEEP TALKING!

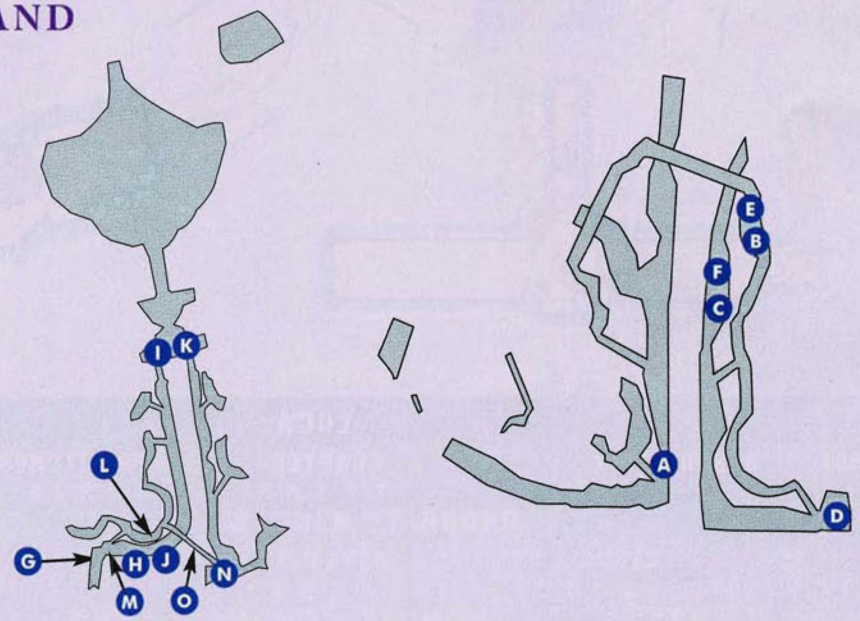
On average, you'll find the most participants available during Chapters 3 and 5. However, don't let that prevent you from running the PR campaign during Chapters 1 and 2. The idea is to get the most points possible and the best way to do that is to talk to everyone at least once during each chapter!

BESAID ISLAND



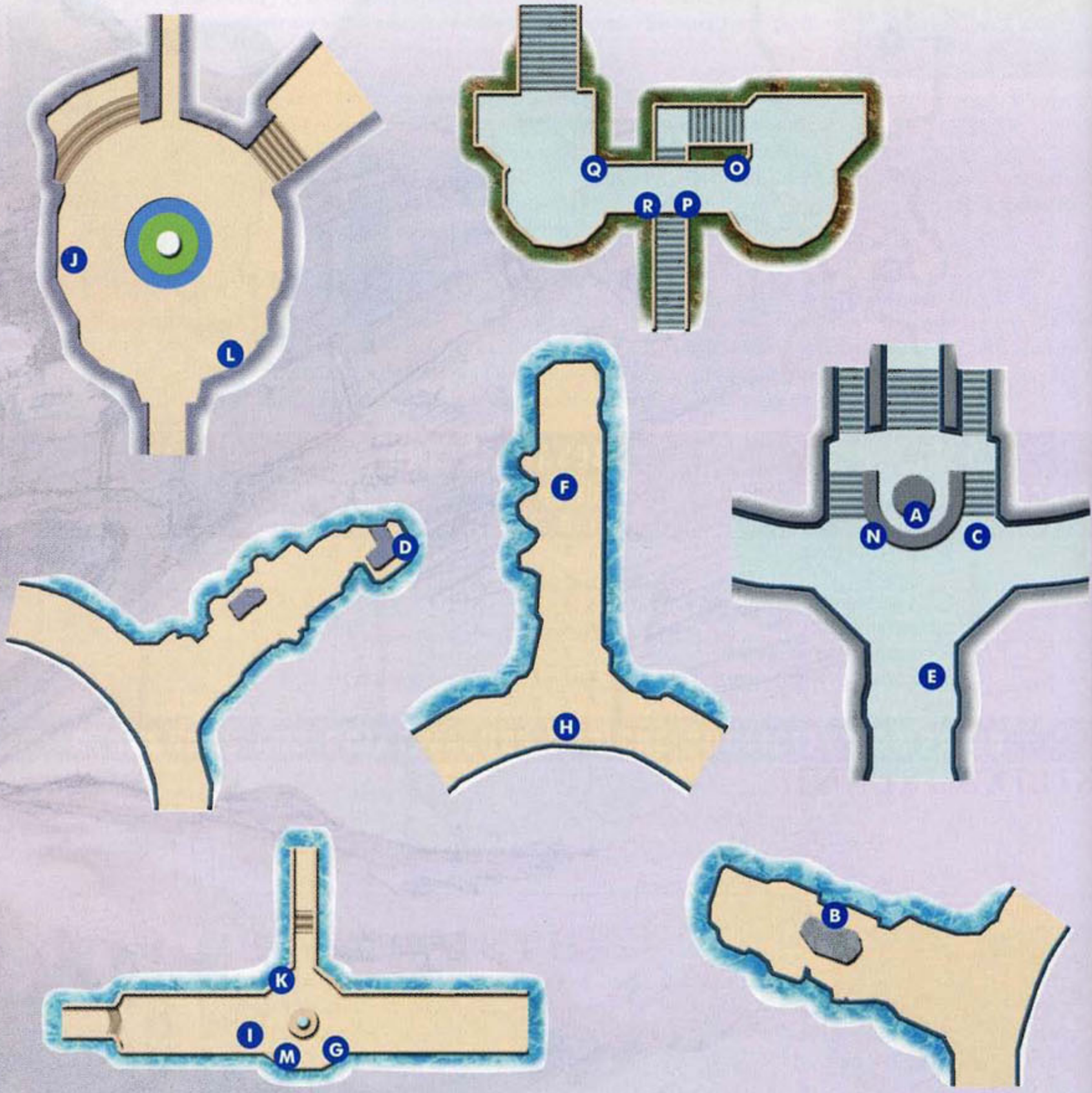
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Woman in blue dress.	X X - - -	3 5 2 0 1	0 1 5 2
B		- - X - X		
C	Girl in yellow and teal tunic walking with dog	X X X - X	3 1 0 5 2	1 0 3 5 2
D	Item shopkeeper	X X X - X	2 0 3 1 5	3 2 5 1 0
E	Boy running in and out of temple	X X X - X	2 1 5 0 3	- - - - -
F	Barechested man in first house	X X X - X	5 0 2 1 3	- - - - -
G	Keepa	X X X - -	5 1 3 2 0	- - - - -
H		- - - - X		

KILIKA ISLAND



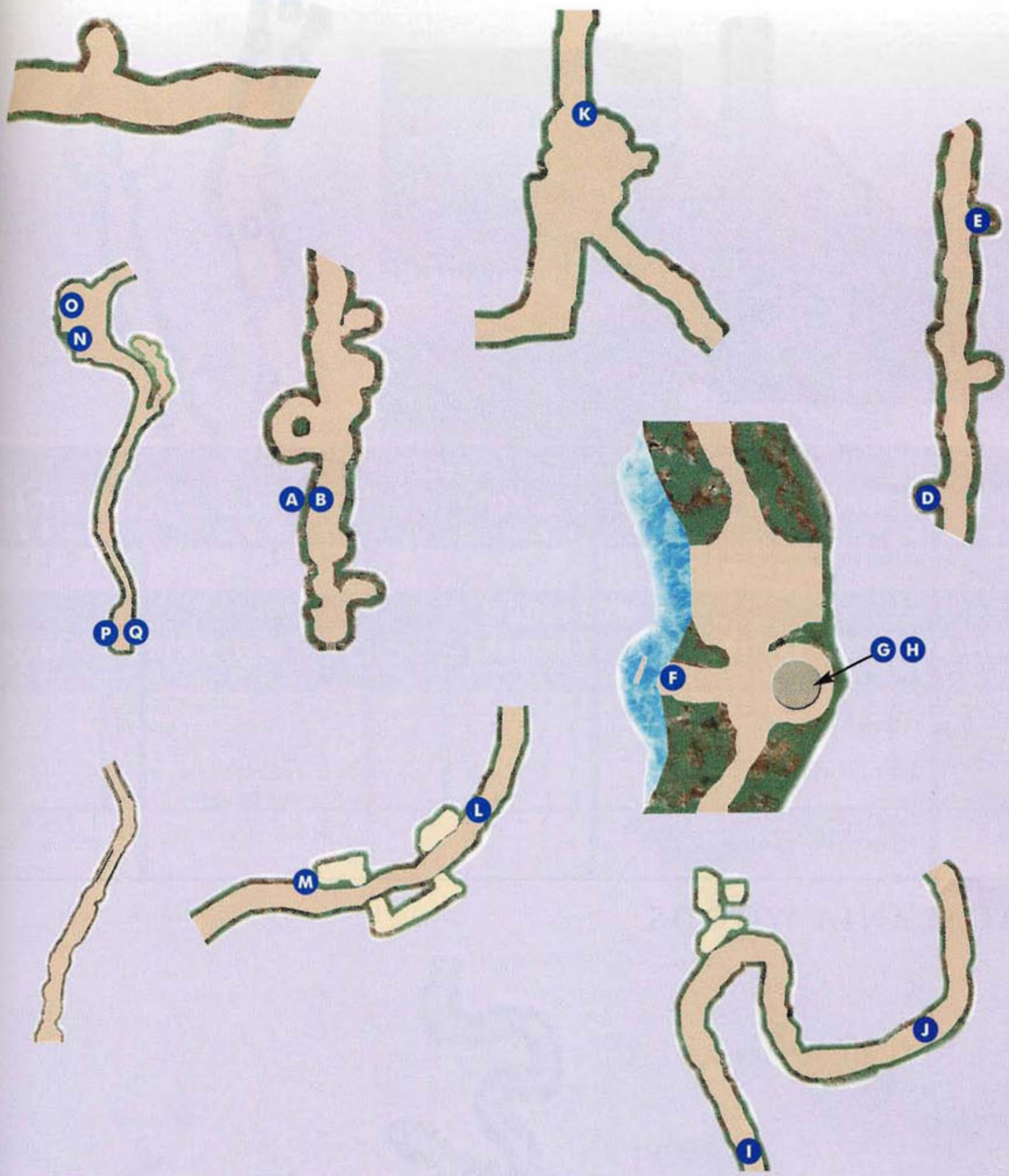
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Guy in red and yellow shorts	X - - - -	1 3 0 2 5	- - - - -
B		- - X - -		
C		- - - - X		
D	Man in teal shirt on dock.	X - X - X	0 2 1 5 3	- - - - -
E	Girl in white tunic talking with man.	- - X - -	2 3 0 1 5	5 3 0 1 2
F		- - - - X		
G	Man in green.	X - - - -	3 2 1 5 0	- - - - -
H		- - X - -		
I		- - - - X		
J	Man in teal shirt.	X - X - -	3 1 2 0 5	- - - - -
K		- - - - X		
L	Guy in red and white shorts	X - X - -	2 3 0 1 5	- - - - -
M		- - - - X		
N	Girl in white tunic by bridge	X - X - -	0 5 3 2 1	3 2 5 1 0

LUCA



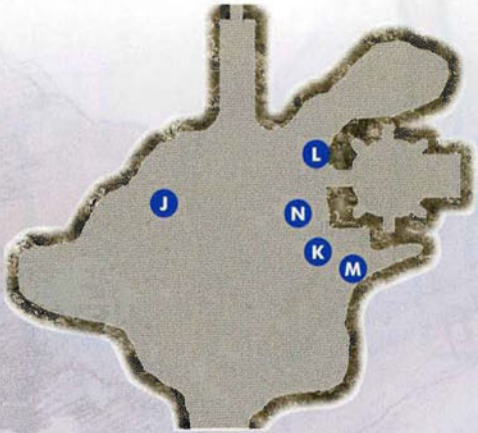
LUCA				
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Girl in white tunic	X X X - -	3 5 2 0 1	0 5 1 3 2
B		- - - - X		
C	Al Bhed guy in green and yellow	X X - - -	0 3 5 2 1	- - - - -
D		- - - - X		
E	Man in yellow shirt walking by entrance	- - X - -	0 3 5 2 1	- - - - -
F	Guy in grey walking in circles on dock.	X X - - X	5 1 3 2 0	- - - - -
G	Man in green outfit	- - X - -	5 1 3 2 0	- - - - -
H	Female Reporter	X X - - X	1 3 0 5 2	0 5 3 1
I		- - X -	-	
J	Man in purple robe on bench	X X - - X	3 0 2 1 5	- - - - -
K	Man in yellow shirt walking around	- - X - -	3 0 2 1 5	- - - - -
L	Young boy with green bandana	X X - - -	2 3 1 5 0	- - - - -
M		- - X - -		
N		- - - - X		
O	Young girl on bench	X X - - X	1 3 0 2 5	3 0 5 1 2
P	Woman in red top talking to woman at R	- - X - -	1 3 0 2 5	3 0 5 1 2
Q	Woman on bench.	X X - - X	1 2 5 3 0	0 5 1 2 3
R	Woman in yellow talking to woman at P	- - X - -	1 2 5 3 0	0 5 1 2 3

MI'IHEN HIGHROAD



MI'IHEN HIGHROAD				
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Woman in blue dress	X X X - X	5 1 0 3 2	5 1 2 3 0
B	Girl in white tunic	X X X - X	3 5 0 2 1	3 2 1 0 5
C	Bare-chested man	X X X - X	0 2 5 3 1	- - - - -
D	Al Bhed woman	X X X - X	2 1 0 5 3	1 5 0 3 2
E	Man by Hover	X X X - X	0 5 3 2 1	- - - - -
F	Man looking out over the sea	X X X - X	5 3 2 1 0	- - - - -
G	Girl at table in Travel Agency	X X X - X	0 5 3 2 1	1 0 3 5 2
H	Boy at table in Travel Agency	X X X - X	1 3 5 0 2	- - - - -
I J	Girl in yellow and orange.	X X X - - - - - - X	0 2 3 5 1	5 3 2 1 0
K	Boy by entrance to Mushroom Rock.	X X X - X	2 3 1 0 5	- - - - -
L M	Man in purple and yellow.	X X X - - - - - - X	1 5 3 2 0	- - - - -
N	Woman in purple below bridge.	X X X - -	2 3 1 5 0	5 3 2 1 0
O	Woman in green walking back and forth under bridge	- - - - X	2 3 1 5 0	5 3 2 1 0
P	Bare-chested man	X X X - X	3 0 5 2 1	- - - - -
Q	Man in green shirt	X X X - X	5 1 3 0 2	- - - - -

DJOSE TEMPLE





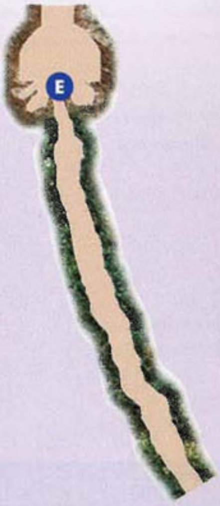
DJOSE TEMPLE				
PLACE	**DESCRIPTION**	**CHAPTER** 1 2 3 4 5	**PR PITCHES** 1 2 3 4 5	**MM PITCHES** 1 2 3 4 5
A	Al Bhed woman in pink and red	X X - - -	3 0 5 2 1	3 1 0 2 5
B		- - - - X		
C	Man in green and yellow tunic	X X - - X	5 1 0 3 2	- - - - -
D	Man in yellow and blue	X X - - -	1 0 2 5 3	- - - - -
E		- - - - X		
F	Man looking at water	X X - - -	0 1 3 2 5	- - - - -
G		- - - - X	1	
H	Old Lady in purple dress	X X - - -	3 1 5 0 2	0 1 3 2 5
I		- - - - X	2	
J	Man in yellow and green	X X - - -	2 5 0 3 1	- - - - -
K		- - - - X		
L	Woman in bikini	X X - - X	5 0 2 1 3	0 1 3 2 5
M	Woman in yellow and orange	X X - - -	2 1 5 0 3	2 0 1 5 3
N		- - - - X		

MACALANIA WOODS



MACALANIA WOODS				
PLACE	**DESCRIPTION**	**CHAPTER** 1 2 3 4 5	**PR PITCHES** 1 2 3 4 5	**MM PITCHES** 1 2 3 4 5
A	Guado by tree	X X X - -	5 0 1 2 3	- - - - -
B	Guado in the woods	X X X - -	0 3 1 5 2	- - - - -

MOONFLOW



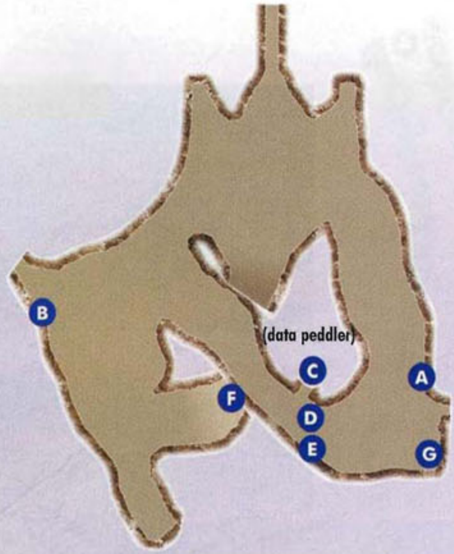






MOONFLOW				
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Al Bhed woman	X - X X X	3 0 5 1 2	5 3 2 1 0
B	Al Bhed girl in coveralls	X X X X X	0 3 1 2 5	0 5 3 2 1
C	Boy looking at the shoopuf	X X X X X	2 0 1 3 5	- - - - -
D	Woman with red bandana	X X X X X	0 3 2 1 5	2 1 0 5 3
E	Old woman by Guadosalam entrance	X X X X X	5 0 2 3 1	3 2 1 0 5

GUADOSALAM



GUADOSALAM				
PLACE	DESCRIPTION	CHAPTER 1 2 3 4 5	PR PITCHES 1 2 3 4 5	MM PITCHES 1 2 3 4 5
A	Hypello	X - - - X	1 2 5 0 3	- - - - -
B		- - X - -		
C	Innkeeper	X - X - X	0 5 2 3 1	- - - - -
D	Item Shopkeeper	X - X - X	3 5 0 1 2	- - - - -
E	Item shop customer	X - X - X	0 3 2 5 1	- - - - -
F	Boy in purple	X - X - -	5 2 1 3 0	- - - - -
G		- - - - X		

LUPINE DASH

When Available:	**Chapters 1, 2, 3, and 5**
Location:	**Calm Lands (SW corner of field)**
Objective:	**This mini-game is the wolf equivalent of dog racing. From a field of five lupines, figure out which one is most likely to win and then place your bets! Win credits that you can use to purchase valuable and sometimes rare gifts.**

PLACE YOUR BETS!



And the race is on! Did you bet on the right lupine?

The main objective in this game is to figure out which Lupine is most likely to win the race and place bets on him. You can choose to bet on a single winner (Win Bet) or bet on the two Lupines most likely to place 1 and 2 (Double Bet). Study their stats well and use the given odds to help you make your decision.

The odds are generated based on the Lupine's overall stats, but that doesn't always tell the whole story. When placing your bet, you can play it safe by choosing the Lupine(s) with the highest overall score and the lowest odds (and the lowest payout), or you can take a risk on an underdog.



You can place two kinds of bets. If you are lucky, at least one of them will pay off!

As your Publicity Level grows, you can bet on races with higher grades and higher stakes. These races usually provide bigger payouts, but the minimum bets are higher! On the other hand, the higher the race grade, the faster the Lupines participating in the race and the more racing fun you'll have!

MINIMUM BETS PER RACE GRADE	
GRADE	MINIMUM BET
1	1
2	5
3	10
4	25
5	100

FIGURING OUT THE LUPINE STATS

From a field of 61 lupines, five are randomly chosen to compete in each race. You can view their stats and odds of winning when you place a bet under the Win Bet or Double Bet options. Each lupine is graded based on five stats with an overall stat used for determining the race odds. The stats indicate how well a lupine is likely to perform during a race. Ideally you want to choose a lupine with a high overall score, but sometimes you might want to take a chance on a lupine with a lower overall score but with stats that are more in line with a winner. The stats used in Lupine Dash are as follows:

Speed — Speed is perhaps the greatest factor you should consider in determining a winning lupine. A (lupine's speed) changes based on the grade of the race Use the following formula in conjunction with the figure given in the Lupine stats table below to help you calculate the final sum.

Speed Stat x (Race Grade x 5 + 10) = Total Speed for the Grade entered

Stamina — The lupine's Stamina rating determines how long it can keep its speed up. Lupines with a high Speed rating but a low Stamin rating can run fast, but only for short distances. This is a very important modifier of a competitor's speed!

Rally — This describes the lupine's ability to rally its strength and speed at the very end of the race. The higher the stat, the greater the speed boost the lupine receives as it nears the goal. This stat alone can help a competitor win the race from behind.

Flux — This describes the probability that the lupine's starting stats will fluctuate when the race begins. The higher the Flux stat, the more easily the stats will change.

Luck — This stat works in conjunction with a lupine's flux stat. It determines how much the lupine's starting stats will fluctuate at the start of a race. The higher the stat, the greater the chance that its stats will change for the better.

Overall — This gives you the median value of the lupine's stats. The average of this stat is 50. This is used to set the odds in a race.



It is important to study each lupine's stats before you place your bets. Understanding how each stat works in conjunction with the others is key to winning credits!

REPTILE RUN

When Available:	**Chapters 1, 2, 3, and 5**
Location:	**Calm Lands, to the left of the Chocobo Ranch**
Objective:	**To succeed at Reptile Run you must have a quick mind as well as great hand-eye coordination! This game challenges you to guide a lizard through a hazardous course to reach the finish line. The catch? You can only move forward—either in a straight vertical line or a diagonal! The faster you make it through the course, the more credits you win!**



Can you lead your lizard through a minefield of fiends without killing it?

HELPING THE REPTILE REACH THE GOAL LINE!

The goal of this game is to guide the lizard across the field, past the fiends, to the goal line within the time limit. The field is an 8x8 grid inhabited by anywhere from 10-14 fiends. Starting time limits range from 800 to 950. A horizontal row of spheres indicate when it is safe to move. A red sphere indicates certain death if you cross, while yellow and green indicate that you can pass with some safety. Get to the goal line alive to receive a payout based on the amount of remaining time on the timer.



This game is harder than it sounds. The inability to move in multiple directions limits your ability to dodge oncoming attacks or foes!

Naturally, the higher your Publicity Level, the more levels you can choose from. The higher the level, the more fiends you must pass and the greater the danger. However, you can also bet more, so the payout—if you win—is greater.

MINIMUM BETS PER LEVEL

LEVEL	MINIMUM BET
1	1
2	5
3	10
4	25
5	100

THOSE DASTARDLY FIENDS!

Three types of fiends inhabit the field: Helms, Bombs, and Drakes. Each one has its own method and range of attack. Running into any of their attacks spells instant death for your poor lizard.

Helms can only attack the tile directly in front of them. These fiends usually walk back and forth across the field or in small repeating patterns on the same row.

Bombs spew fire in the direction they are facing. They cannot travel across the field, but they do spin in a clockwise or counter-clockwise manner. Time your movements with their rotation to ensure that you don't get caught in their blast.

The Drake stampedes back and forth across the field like the Helm, but it can attack from any distance, in any of the four directions like the Bomb. Watch out for these fiends in the corners of maps!

LAYOUT OF THE FIELDS

The layout of the field remains static for each level. Once you get to know the field, you can figure out a path through the mayhem. However, note that your starting position is randomly generated on the first row each time.

LEVEL ONE
Enemies: Helm (x5), Bomb (x6)
Base Time Limit: 800

LEVEL TWO
Enemies: Helm (x3), Bomb (x6), Drake (x1)
Base Time Limit: 850

LEVEL THREE
Enemies: Helm (x2), Bomb (x6), Drake (x3)
Base Time Limit: 800

LEVEL FOUR
Enemies: Helm (x4), Bomb (x6), Drake (x2)
Base Time Limit: 800

LEVEL FIVE
Enemies: Helm (x2), Bomb (x12)
Base Time Limit: 950

MAKING THE BIG MONEY

After successfully crossing a field, you have the option to continue on. This is the way to win or lose big. Any remaining time from the first trip is added to the time remaining after the second trip. If you make it to the end of the field the second time, your winnings are based on that larger time figure. However, if your lizard is killed by a fiend, you lose everything!



Deciding whether to continue playing is a little like playing blackjack. You might get lucky or you could lose everything!

PAYOUT RATE BASED ON REMAINING TIME

TIME REMAINING	PAYOUT RATE
0-99	0
100-199	1.0
200-299	1.3
300-399	1.8
400-499	2.5
500-699	3.4
700-999	4.5
1000-1399	5.8
1400-1899	7.0
1900-2399	8.5
2400-2999	10.0
3000-3599	20.0
3600-4199	45.0
4200-4999	60.0
5000-5999	80.0
6000+	100.0

SKY SLOTS

When Available:	**Chapters 1, 2, 3 and 5**
Location:	**Calm Lands, north of the Travel Agency stand**
Objective:	**Win credits by playing this living version of a slot machine. As the fiends fly by, stop them in hopes of getting three in a row!**



Sky Slots is nothing more than a living slot machine high in the sky over the Calm Lands. If you like playing the slots, then you'll love this take on the genre!

GETTING THREE IN A ROW

To win at Sky Slots, you must stop the spinning reels of fiends by pressing the X button to get three of the same fiend in a row. There are six fiends per reel and the number of credits you win is based on the type of fiends you line up between the two triangular marks. So, if you bet 5 credits and get three Vespa fiends in a row, you only win back your 5 credits. However, if you get three Divebeak fiends in a row, you win 500 credits! Of course, it goes without saying that the fiends with the higher multipliers are much harder to line up than the ones with lower multipliers. Use the following table to determine which fiends to aim for!

FIENDS	MULTIPLIER
Divebeak	100x
Peregrine	50x
Death Dauber	25x
Assassin Bee	10x
Aculeate	5x
Vespa	1x

MINIMUM BETS PER LEVEL	
LEVEL	MINIMUM BET
1	1
2	5
3	10
4	25
5	100

The amount you can bet increases as your Publicity Level increases. Of course, higher levels mean faster reels, higher stakes, and an insane amount of difficulty. However, if you are trying to win enough credits to buy something really awesome, the payout is worth it!

TIMING IS THE KEY!

The key to winning at Sky Slots is timing. You must figure out when to press the X button so that the wheel stops on the fiend you want. The best way to do this is to memorize the order in which the fiends appear on the reels. That way, you can press the X button just before the fiend you want appears. Practice your timing on Level 1 using single credit bets until you can pull off a win. Then graduate to the next level and see if you can get the timing right on a faster reel.



Just when you think you've got everything under control, the screen changes perspective!

FEED THE MONKEY

When Available:	**Chapter 5**
Location:	**Calm Lands (north entrance)**
Objective:	**Feed the monkey on the back of the bird. If it loses too much weight, it will disappear and the bird will fly off. Feed it too much and the monkey and bird will come crashing to the ground!**

OBTAINING THE FEED THE MONKEY MINI-GAME

Feed the Monkey is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you get to Publicity Level 3 or higher in the Argent, Inc. campaign, this attraction opens up at the northern entrance to the Calm Lands field.

DON'T FEED THE MONKEY TOO MUCH—OR TOO LITTLE!

In this mini-game, the challenge is to continuously feed the monkey on the bird's back while keeping its weight within a certain range. If the monkey gets too heavy or too light, it will disappear from the screen and end the game.



Feed your monkey well to keep it from disappearing!

The five treasure chests on the ground are filled with a variety of fruit. Light fruit makes the monkey lighter, while heavy fruit increases its girth. Since you don't know what kind of fruit is in the closed chests, fate plays a large hand in how much weight the monkey loses or gains.

If your monkey's weight drops below 5 pounds or goes above 95, then it's game over! The info bar at the top of the screen indicates how much of each kind of fruit are in the chests. Keep an eye on its tally, because it enables you to determine the risks of opening the next treasure chest. If your monkey is on the edge of its weight range, and the chests are full of fruit you don't want, don't be afraid to end the game by pressing the Circle button.



To continue or not? When your monkey is close to reaching its weight limit and the contents of chests aren't looking good, you're better off ending the game rather than losing your hard earned credits!



Calling Rikku and Paine isn't without its risks! If you see them slump their shoulders, then they've either failed to swap out the right kind of fruit, or worse yet, may have added a Forbidden Fruit to one of the chests.

Helping out in this endeavor are Rikku and Paine. You can call upon them to fill the chests with either heavy (Rikku) or light (Paine) fruits when the tally in the window above isn't reporting what you want. At the beginning of the game you'll only be able to call each girl out twice, but as you open more chests you can earn more chances to call on them for help. Each round there's a 50% chance that opening one of the chests will give you another Rikku or Paine to call.

THE FRUITS OF LOVE

Of course, central to this game are the fruits. To help maximize your score, memorize the information in the following table so that you know how much each piece of fruit affects your monkey's weight.

After opening 20 or more chests, the rate at which the large fruits appear in pairs increases. For this reason, try to keep your monkey's weight below 60 lbs. just to be safe. When the chest count gets close to 30, special fruits start to appear in the treasure chests. Fruits like the Plain and Balance Fruits are great things to get. However, you should beware the Forbidden Fruit. This item causes your monkey to swell up like a balloon and instantly end the game. If you see one pop up on the information bar, call on Paine or Rikku to change the fruits in the chests!

FEED THE MONKEY FRUITS

FRUIT NAME	WEIGHT CHANGE
Heavy Fruit Large	+15
Heavy Fruit Medium	+10
Heavy Fruit Small	+5
Light Fruit Large	-15
Light Fruit Medium	-10
Light Fruit Small	-5
Plain Fruit	+/-0
Balance Fruit	Returns Monkey to original weight (45)
Forbidden Fruit	+150 (ends game)

GULL FORCE

When Available:	Chapter 5
Location:	Calm Lands, southern entrance
Objective:	Try to shoot the *real* gull out of a line up of fakes!

OBTAINING THE GULL FORCE MINI-GAME

Gull Force is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you get to Publicity Level 3 or higher in the Open Air campaign, this attraction opens up at the southern entrance to the Calm Lands field.

THE BFG (BIG FLOCKING GULLSHOT)

The rules of the game are simple. In each round, you are presented with a line of flying fiends. Depending on the level, a certain number of the fiends are real and the rest are decoys. Your job is to shoot the required number of real fiends (or more) by pressing the Square button to make it to the next stage. As you progress through the game, the stages (12 in all) get progressively harder, requiring you to shoot more targets while the number of real fiends per line decreases. You can stop the game at any point after you successfully complete a stage. The payout is based on the number of successful rounds.



To shoot a fiend, press the Square button. You only get one shot per line of fiends.



Sometimes spinning fiends are all you have to go on!

SPOTTING DECOYS

Part of the job is determining which fiends are real and which ones are just decoys. In the early part of the game, it's pretty easy: all of the real fiends spin around halfway across the screen. By the mid point of the game, the real fiends are still spinning, but not all the time! In the hardest levels, the decoys start spinning too! Fortunately, they spin in the opposite direction of the real fiends.

MINI-GAMES

THE TWELVE STAGES

Each stage follows one of four patterns:



Pattern A: Head On (Top to Bottom).



Pattern B: Left to Right.



Pattern C: Bottom to Top.



Pattern D: Right to Left.

To conquer each stage, all you need is a steady hand and a good eye. The first round of stages (Stages 1-1 to 1-4) are fairly easy, because the ratio of real fiends to decoys is high and the real fiends all spin. However, the second and third rounds are where the action really kicks in. In these stages (Stages 2-1 to 2-4), the number of decoys starts to rise and the actions of the real fiends becomes more erratic. By the end of the third round (Stages 3-1 to 3-4), the ratios of real fiends to decoys is 1 to 4!

STAGE INFORMATION

STAGE #	# OF REAL FIENDS	SHOTS TO CLEAR	PATTERN TYPE
1-1	4	1	A
1-2	4	2	B
1-3	4	2	C
1-4	3	3	D
2-1	3	2	A
2-2	3	2	B
2-3	3	3	C
2-4	3	3	D
3-1	2	2	A
3-2	2	3	B
3-3	1	2	C
3-4	1	3	D

THE CHOCOBO RANCH

When Available:	**Chapters 2, 3, and 5**
Location:	**Eastern side of the Calm Lands.**
Objective:	**The Chocobo Ranch is all about catching chocobos in the wild, taming them, and raising their levels. You can then send them to the far corners of Spira in search of items and hidden locations!**

CLASKO AND THE CHOCOBO RANCH

Adding the Chocobo Ranch to your list of mini-games requires lots of patience and the fulfillment of several prerequisite missions. At the very least, you must ensure that you've spoken to Clasko before the end of Chapter 2 to have access to the Chocobo Ranch. Otherwise, you won't be able to play this mini-game, and Clasko will be missing-in-action for the rest of the game.



Clasko is the key to getting the Chocobo Ranch. If you see to it that he finds his way to the Calm Lands, you'll have your run of the Chocobo Ranch for sure.

The easiest way to get the Chocobo Ranch is to participate in the following events.

- **Step 1:** Meet Clasko during the "Foggy Fiend Frenzy!" mission at Mushroom Rock Road in Chapter 1.
- **Step 2:** After completing the "Foggy Fiend Frenzy!" mission, return to Mushroom Rock Road and invite Clasko to join the crew on the Celsius.
- **Step 3:** Participate in the "Cuckoo for Chocobos!" mission on the Mi'ihen Highroad in Chapter 2. If Clasko is onboard the Celsius, he will disembark to help you complete this mission.
- **Step 4:** After completing the "Cuckoo for Chocobos!" mission, return to the Mi'ihen Highroad and invite Clasko back onboard the Celsius. (Depending upon the outcome of the mission, you may also be able to invite Calli and her chocobo.)
- **Step 5:** With Clasko onboard, fly to the Calm Lands and help Clasko set up his stables by completing the "Clean Sweep" mission. After clearing the stables of fiends, the Chocobo Ranch is yours!

Characters 1
Garment Grids & Dresspheres 2
Battle System 3
Accessories 4
Items and Item Shops 5
Walkthrough 6
Mini-Games 7
Fiends and Enemies 8

OTHER OPTIONS

There are a couple of alternatives to the process described above. If you miss out on the "Foggy Fiend Frenzy!" mission or fail to invite Clasko onboard the Celsius in Chapter 1, find and talk to Clasko on Mushroom Rock Road in Chapter 2.

In addition, if you forget to stop by the Calm Lands in Chapter 2, Clasko will automatically jump ship there in Chapter 3.

If you fail to talk to Clasko in Chapter 1 or 2, the Chocobo Ranch will not open.

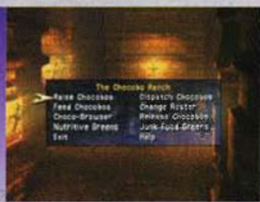
INSIDE THE CHOCOBO RANCH

You can find chocobos almost anywhere in Spira. After catching one, it is automatically sent to Clasko and the Chocobo Ranch. The Ranch can hold up to 14 chocobos, four Choco-Runners and 10 Choco-Reserves. When you fill the stalls, you must let one of the current chocobos go before you can catch another.



A chocobo in its stall—what a satisfying site!

The layout of the Chocobo Ranch is fairly simple to navigate. Clasko generally hangs out in the alcove to the right of the entrance. The Choco-Reserves live in the stalls in the right and left wings on the first floor, while the Choco-Runners reside in the stalls on the second floor.



Clasko is the heart and soul of the Chocobo Ranch. If you need to get anything done with your chocobo, talk to him!

Clasko handles all of the standard business in the Chocobo Ranch. If you need to check the status of your chocobos, dispatch one on a treasure hunt or feed it greens, then talk to Clasko.

CATCHING A CHOCOBO

After cleaning out the Ranch, Clasko presents you with some Gysahl Greens to help you catch your first chocobo. Now all you have to do is find some chocobos! Wild chocobos live in virtually every part of Spira, and you encounter them in battles just like normal enemies.

If you are lucky enough to run across one that is alone, feed it some Gysahl Greens until it is tame and willingly joins your flock.



Whether in a battle with fiends or alone, catching a chocobo is never easy.

AREAS WHERE CHOCOBOS NEVER APPEAR IN BATTLE
Bevelle
Lake Macalania
Mi'ihen Highroad
Mt. Gagazet
Mushroom Rock Road
Zanarkand Ruins



Remember, once you catch a chocobo it is automatically sent to the Ranch.

If you run into a chocobo in a battle situation, have a party member feed it Gysahl Greens to keep it calm and interested while the other party members work on defeating the fiends. Whatever you do, do *not* attack the chocobo—even by accident! If you strike a chocobo in battle, it automatically runs off. Eliminate all of the fiends and continue to feed the chocobo until it is caught.

INCREASING A CHOCOBO'S LEVEL

After capturing a chocobo, it's time to start raising it. Basically, you want to raise its level as high as possible. To increase a chocobo's level, you must feed it a certain number of Greens. Refer to the following table for all the pertinent information.

LEVELING UP CHOCOBOS

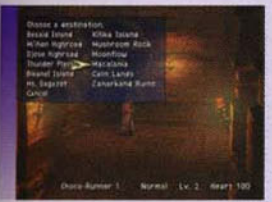
LEVEL	GREENS NEEDED	#
2	Pahsana Greens	10
3	Mimett Greens	10
4	Mimett Greens	30
5	Sylkis Greens	40

Clasko obtains new Greens while the Gullwings are out completing missions and defeating enemies. The more battles you win, the more Greens Clasko acquires. Yuna can hold 99 of each type of Green in her inventory, the rest Clasko can store in the Ranch. Since greens are essential to raising your chocobos' levels, make sure you always have a good supply on hand. Pahsana and Gysahl Greens are available from the opening of the Chocobo Ranch, while Mimett Greens appear in Chapter 3 and Sylkis Greens appear in Chapter 5. You can change the ratio of Greens that Clasko obtains by selecting the Nutritive Green option on the main menu. NOTE: You can't adjust the ratio of anything from the Junk Food Greens section.

BREAKING DOWN THE BATTLE/GREENS RATIO		
CHAPTER	GYSAHL GREENS	PAHSANA, SYLKIS AND MIMETT GREENS
2	5 Greens for every 12 battles	10 Greens for every 6 battles
3	5 Greens for every 10 battles	10 Greens for every 6 battle5
4-5	5 Greens for every 6 battles	10 Greens for every 5 battles

The higher a chocobo's level, the better the items they bring back from treasure hunts. It's a good idea to raise your chocobos' levels as high as possible!

CHOCOBO TREASURE HUNTING



There are many factors involved in dispatching a chocobo. Knowledge and careful reasoning is the secret to keeping a chocobo from running away.

The main function of the chocobo is for treasure hunting. At any time, you can send a chocobo into the field to search for treasure and hidden areas that are otherwise inaccessible. However, sending a chocobo out on a treasure hunt has its risks. If a chocobo's Heart stat is low or its nature clashes with the area you send it to, there is a good chance that the chocobo will fly the coop. The more chocobos there are inside the ranch, the less likely they are to run away. Use the information provided in this section to make things easier when dispatching a chocobo.

A chocobo's Nature can be one of three types: bold, normal, or timid. A chocobo's Nature remains the same throughout the game, so if you're looking to get a chocobo with a certain Nature, you may have to capture and release several chocobos before coming across the one you're looking for. Different areas are also better for catching certain types of chocobos, as laid out in the following table:

NATURE			
AREA	TIMID	NORMAL	BOLD
Kilika Island, Thunder Plains, Bikanel Desert	10%	10%	80%
Djose Temple, Calm Lands	10%	80%	10%
Besaid Island, Moonflow, Macalania Forest	80%	10%	10%

Nature is perhaps the single most important factor to consider when deciding which of your chocobos to dispatch to a given location. A chocobo whose Nature is well-suited to a location is less likely to run away, loses less Heart during the trip, and is more likely to find treasure. You want to make certain that a chocobo does its best, so make sure that you send it somewhere that suits its Nature. Refer to the following table to see where you should send your chocobos:

MATCHING CHOCOBO NATURE WITH LOCATIONS			
		NATURE*	
DESTINATION	TIMID	NORMAL	BOLD
Besaid Island	Average	Well-suited	Unsuited
Kilika Island	Well-suited	Unsuited	Average
Mi'ihen Highroad	Average	Average	Average
Mushroom Rock Road	Average	Average	Average
Djose	Unsuited	Average	Well-suited
Moonflow	Average	Well-suited	Unsuited
Thunder Plains	Well-suited	Unsuited	Average
Macalania	Average	Well-suited	Unsuited
Bikanel Island	Well-suited	Unsuited	Average
Calm Lands	Unsuited	Average	Well-suited
Mt. Gagazet	Average	Average	Average
Zanarkand Ruins	Average	Average	Average

SUITABILITY AND ITS EFFECTS			
SUITABILITY	HEART CONSUMPTION	TREASURE AMOUNT	FLEE PROBABILITY
Well-suited	15	More than average	Low
Average	30	Average	Average
Unsuited	60	Less than average	High

Now that you've sent your chocobo minions out to scour Spira for you, it may be nice to know exactly what they can bring back. A chocobo's level and the location it's sent to determine what treasures it may find. Refer to the following tables for the details. The number of items the chocobo can find is determined completely by two things:

It's suitability for the area you've sent it to.

The number of Choco-Reserves currently at the Chocobo Ranch.

GETTING THE AMAZING CHOCOBO

Dispatch level 1-5 chocobos (3 of each level) and have them come back safely (i.e. you have to dispatch AT LEAST 15 chocobos to meet this requirement; if any run away, you'll have to send out more)

All your Choco-Runners must be level 5 chocobos.

The Amazing Chocobo doesn't have a level, Nature or Heart, and it won't run away once you've got it, but it does have Fatigue ranging from 0 to 100. The Amazing Chocobo's Fatigue affects how well it can perform its tasks of "Chocobo Support" and "Exploring Spira."

CHOCOBO TREASURE HUNTING LIST

LOCATION	CHOCOBO LEVEL	ITEMS IT CAN FIND GRADE D	GRADE C	GRADE B	GRADE A
Besaid Island	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
	Level 2	Hi-Potion	Phoenix Down	Ether	Turbo Ether
	Level 3	Hi-Potion (x2)	Phoenix Down (x2)	Ether (x2)	Turbo Ether (x2)
	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Ether (x3)	X-Potion
	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Ether (x4)	Elixir
Kilika Island	Level 1	Budget Grenade	Budget Grenade	Grenade	Grenade (x2)
	Level 2	Grenade (x3)	M-Bomb	M-Bomb (x2)	Petrify Grenade
	Level 3	Grenade (x4)	L-Bomb (x2)	L-Bomb (x2)	Petrify Grenade (x2)
	Level 4	S-Bomb	L-Bomb (x3)	Sleep Grenade (x2)	Titanium Bangle
	Level 5	M-Bomb	Silence Grenade (x4)	Star Pendant	Venom Shock
Mi'ihen Highroad	Level 1	Soft	Soft (x2)	Soft (x4)	Soft
	Level 2	Remedy	Eye Drops	Silence Grenade	Silver Bracer
	Level 3	Remedy (x2)	Eye Drops (x2)	Silence Grenade (x2)	Gold Bracer
	Level 4	Remedy (x3)	Eye Drops (x3)	Silence Grenade (x3)	Rune Bracer
	Level 5	Remedy (x4)	Eye Drops (x4)	White Cape	Mute Shock
Mushroom Rock Road	Level 1	Fish Scale	Fish Scale (x2)	Fish Scale (x3)	Fish Scale (x4)
	Level 2	Dragon Scale	Water Gem	Blue Ring	Cerulean Ring
	Level 3	Dragon Scale (x2)	Water Gem (x2)	Watery Gleam	Electrocutioner
	Level 4	Dragon Scale (x3)	Water Gem (x3)	NulTide Ring	Short Circuit
	Level 5	Dragon Scale (x4)	Water Gem (x4)	Silver Glasses	Blind Shock
Djose	Level 1	Star Curtain	Star Curtain (x2)	Star Curtain (x3)	Star Curtain (x4)
	Level 2	Lunar Curtain	Light Curtain	Mana Tablet	Stamina Tablet
	Level 3	Lunar Curtain (x2)	Light Curtain (x2)	Mana Tablet (x2)	Stamina Tablet (x2)
	Level 4	Lunar Curtain (x3)	Light Curtain (x3)	Mana Tonic	Stamina Tonic
	Level 5	Lunar Curtain (x4)	Light Curtain (x4)	Twist Headband	Dream Shock
Moonflow	Level 1	Antidote	Antidote (x2)	Antidote (x3)	Antidote (x4)
	Level 2	Remedy	Holy Water	Healing Spring	Ether
	Level 3	Remedy (x2)	Holy Water (x2)	Healing Spring (x2)	Turbo Ether
	Level 4	Remedy (x3)	Holy Water (x3)	Healing Spring (x3)	Regen Bangle
	Level 5	Remedy (x4)	Holy Water (x4)	Healing Spring (x4)	Recovery Bracer
Thunder Plains	Level 1	Electro Marble	Electro Marble (x2)	Electro Marble (x3)	Electro Marble (x4)
	Level 2	Lightning Marble	Lightning Gem	Yellow Ring	Ochre Ring
	Level 3	Lightning Marble (x2)	Lightning Gem (x2)	Lightning Gleam	Short Circuit
	Level 4	Lightning Marble (x3)	Lightning Gem (x3)	NulShock Ring	Electrocutioner
	Level 5	Lightning Marble (x4)	Lightning Gem (x4)	Black Choker	Chaos Shock
Macalania	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
	Level 2	Hi-Potion	Phoenix Down	Phoenix Down (x3)	Mega Phoenix
	Level 3	Hi-Potion (x2)	Phoenix Down (x2)	Phoenix Down (x4)	Mega-Potion
	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Mega Phoenix	Mega-Potion (x2)
	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Potpourri (x2)	Fury Shock
Bikanel Desert	Level 1	Bomb Fragment	Bomb Fragment (x2)	Bomb Fragment (x3)	Bomb Fragment (x4)
	Level 2	Bomb Core	Fire Gem	Red Ring	Crimson Ring
	Level 3	Bomb Core (x2)	Fire Gem (x2)	Fiery Gleam	Sublimator
	Level 4	Bomb Core (x3)	Fire Gem (x3)	NulBlaze Ring	Freezerburn
	Level 5	Bomb Core (x4)	Fire Gem (x4)	Gold Anklet	Stone Shock
Calm Lands	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
	Level 2	Dispel Tonic	Chocobo Feather	Silver Hourglass	Gold Hourglass
	Level 3	Dispel Tonic (x2)	Chocobo Feather (x2)	Silver Hourglass (x2)	Gold Hourglass (x2)
	Level 4	Dispel Tonic (x3)	Chocobo Feather (x3)	Silver Hourglass (x3)	Chocobo Wing
	Level 5	Dispel Tonic (x4)	Chocobo Feather (x4)	Dragonfly Orb	System Shock
Mt. Gagazat	Level 1	Antarctic Wind	Antarctic Wind (x2)	Antarctic Wind (x3)	Antarctic Wind (x4)
	Level 2	Arctic Wind	Ice Gem	White Ring	Snow Ring
	Level 3	Arctic Wind (x2)	Ice Gem (x2)	Icy Gleam	Sublimator
	Level 4	Arctic Wind (x3)	Ice Gem (x3)	NulFrost Ring	Freezerburn
	Level 5	Arctic Wind (x4)	Ice Gem (x4)	Angel Earrings	Mortal Shock
Zanarkand Ruins	Level 1	Echo Screen	Echo Screen (x2)	Echo Screen (x3)	Echo Screen (x4)
	Level 2	Remedy	Dispel Tonic	Silver Hourglass	Ether
	Level 3	Remedy (x2)	Dispel Tonic (x2)	Gold Hourglass	Turbo Ether
	Level 4	Remedy (x3)	Dispel Tonic (x3)	Gold Hourglass (x2)	Kinesis Badge
	Level 5	Remedy (x4)	Dispel Tonic (x4)	Pretty Orb	Lag Shock

SPECIAL TREASURE HUNTING EVENTS

There are a couple of special events that occur when you send a chocobo to certain locations under specific conditions. Send a chocobo to Bikanel Island in Chapter 5 and you can ride it in the Central Expanse section of the Digging mini-game. In addition, if you send out a chocobo with a Heart stat at less than 100 and it returns without finding an item, there is a chance that you'll get a Garment Grid as a consolation prize. Those Garment Grids include the following: **Mounted Assault** or **Strength of One** .



Sending a chocobo to Bikanel Island in Chapter 5 opens up a new area in the Digging mini-game. What else might your chocobo uncover when you send it out on treasure hunts?

GUNNER'S GAUNTLET

When Available:	Chapters 2, 3, and 5
Location:	Besaid Island, talk to Beclem by the Save Sphere outside the city
Objective:	See if you can outshoot Beclem by running a gauntlet from Besaid Village to the beach, taking down dangerous fiends. Different types of ammo in limited quantities make the game even harder. But, if you beat Beclem's high score within the time limit, you can win valuable items! Strive for higher levels to get better prizes!

PLAYING THE GUNNER'S GAUNTLET

In this mini-game, you must defeat enemies and gain enough points to beat Beclem's high score. However, it's not as easy as it sounds due to a limited amount of ammo and a multitude of fiends that appear out of thin air. You need a steady hand and a calculating mind to get the best score—shooting at will just won't cut it!



The Gunner's Gauntlet couldn't be more fun. It's just run and shoot.

To maximize your score, you must defeat your foes one after the other without taking any damage whatsoever! This way, your attacks turn into chains, multiplying the number of points you receive. To be successful, you must get to know the route by heart, including the starting locations of the fiends! You must also get good at switching between ammo and targets with ease.



When surrounded by fiends, press the Square button to switch between targets and take advantage of the Volley and Dual Shot ammo to thin out the field. If all else fails, retreat!

HOW CHAINS WORK

Chains are at the heart of this mini-game. You will get nowhere unless you learn how to use chains to maximize your points. When you defeat a fiend, the Chain Gauge at the bottom of the screen starts to fill up. As your level goes up, your points start to multiply. The gauge has three levels: Level One provides 1x the points scored; Level Two provides 2x; while Level Three provides 3x. If you take any damage, the gauge is immediately reset and you're forced to start rebuilding the meter all over again. Learning not to get hit is crucial for building high scores!



To keep from being ambushed, try pressing the Circle button to lock on to targets hidden by the scenery or further down the path.

RELOADING

Of course, in addition to all of the other challenges you face, you must integrate the reloading of your gun into your plans. You can fire up to six shots into an enemy at a time. After this, the gun must be reloaded. Naturally, you cannot fire at any approaching enemies at this time, so you are quite vulnerable to attack. During reload time, press the Circle button to search for other enemies or press the Square button to switch between targets.



Having to reload in an ambush situation is about as dangerous as running out of ammo. Make sure that neither situation happens to you!

THE PRIZES

There are 10 levels in the Gunner's Gauntlet mini-game. To advance to the next level, you must defeat the level's high score. When you clear a level's high score, you also get a reward. Of course, the higher the level, the better the prize—and the more difficult the course!

SCORE TO LEVEL UP AND PRIZES

LEVEL	SCORE	PRIZE
Lv 1	501	-
Lv 2	750	Enigma Plate Garment Grid
Lv 3	900	Power Wrist
Lv 4	1000	Silver Bracer
Lv 5	1150	Titanium Bangle
Lv 6	1300	Mortal Coil Garment Grid
Lv 7	1400	Beaded Brooch
Lv 8	2000	Diamond Gloves
Lv 9	2800	Faerie Earrings
Lv MAX	-	Adamantite

AMMO AND FIENDS LOWDOWN

Before you take on the Gunner's Gauntlet, take a moment to review the types of ammo and fiends you'll have to deal with.

AMMO

There are four types of ammo. You start each run with a set amount of regular ammo, but you pick up refills from the treasure chests that defeated fiends drop. Each fiend drops a different type of ammo, so learn which ones drop which ammo types maximize your inventory. In addition to ammo, look for fiends that drop helpful items like Upgrades and Quick Shot.

TYPES OF AMMO

AMMO NAME	EFFECT
Ammo	This is the basic, garden variety ammunition. Each shot causes 1HP of damage to the targeted fiend.
Dual Shot	This ammo enables you to shoot at two targets at once. Each successful shot causes 1HP of damage.
Death	This special ammunition causes instant death. Use this type on particularly difficult fiends.
Volley	This rare ammunition takes out most targeted fiends on the field.

OTHER ITEMS

ITEM NAME	EFFECT
Upgrade Item	There are three types of Upgrades specific to each type of ammo. This item takes two shots of ammo and turns it into one piece of ammo of the next rank. For example, using the Upgrade Item, you can turn Ammo x2 into Dual Shot x1. This only works with Ammo, Dual Shot, and Death type ammunition.
HP Recovery Item	This item increases Yuna's HP by 15-19 points.
Quick Shot Item	This item enables you to shoot at a much faster rate until your Quick Shot Gauge runs out.

Now on to the fiends! Thirteen kinds of fiends inhabit the road between Besaid Village and the beach. You won't see all of them at once! Some only appear in the later levels!

FIENDS IN THE GUNNER'S GAUNTLET

FIEND	HP	POINTS	LV APPEARANCE	ITEM DROPPED
Coyote	5	3	Lv 1+	Ammo x10-14
Wild Wolf	7	5	Lv 1+	Death x1-2
Shantak	10	10	Lv 1+	Dual Shot x10-14
YSLS-99	17	15	Lv 1+	Death x1-2
Creeper	1	1	Lv 3+	—
Tomb (S)	10	5	Lv 3-5	Volley x1
Nashorn	8	12	Lv 4+	HP Recovery x15-19
Bicocette	11	8	Lv 6+	Volley x1
Tomb (M)	16	8	Lv 6-7	Volley x2
Hrimthur	6	25	Lv 7+	Quick Shot Item
Divebeak	12	4	Lv 7+	—
Tomb (L)	20	15	Lv 8-9	Volley x3
Tomb (XL)	30	20	Lv MAX	Volley x4

GUNNER'S GAUNTLET (CLOISTER OF TRIALS)

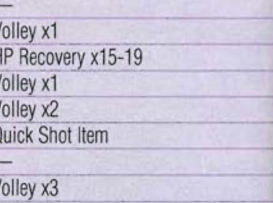
When Available: Chapters 3 and 5

Location: Besaid Temple, talk to the priest standing before the Cloister of Trials to start this mini-game

Objective: This is a more challenging version of the regular Gunner's Gauntlet. Confined inside the Cloister of Trials, you must defeat fiends as they appear. Because this mini-game is "on rails," you only have a limited time to defeat each fiend before you move on.

PLAYING THE GUNNER'S GAUNTLET, CLOISTER OF TRIALS

This mini-game opens up after you defeat the aeon in Besaid Temple in the Protect Besaid Temple mission. Afterward, you can talk to the priest in front of the cloister's door to start the mini-game. This game is fairly tough, so you should only attempt it after you've gained expertise in the original Gunner's Gauntlet game!



Talk to the priest inside Besaid Temple to start the mini-game. Beclem only provides some generic tips and hints about the Gunner's Gauntlet as a whole.



What could be scarier than a hallway full of creepy crawlers?

The biggest difference between this and the other Gunner's Gauntlet is the automatic scroll system, which limits your freedom of movement. Add in the first-person perspective, which requires the manipulation of the camera to find upcoming fiends, and the cloister's overall gloomy and scary feeling and you have a much more challenging game to master.

QUICK REACTION TIMES ARE KEY

This time around, the screen constantly scrolls, taking you through the dungeon with it. Since you cannot stop or backtrack when you encounter fiends, you must get proficient at taking out fiends with ease. Use the Analog Stick to move the camera around so that you can spot fiends before they get too close. Inside the cloister, you'll face fiends that hover above your head or scurry beneath your feet, so remember to look up and down instead of just in front of you. Enemies will also try to sneak up from behind, so beware and don't get caught off guard! The new time limit is 12 minutes, so you'll have to maintain a longer attention span than before!

PREPARE FOR TOUGHER FIENDS!

To make this task more interesting, you'll face different fiends in the cloister compared to the regular Gunner's Gauntlet. These fiends are faster and oftentimes more powerful.



Look up, look down, look all around!

FIENDS INSIDE THE CLOISTER OF TRIALS

FIEND	HP	POINTS	ITEM DROPPED
Coyote	5	3	Ammo x17-21
Haunt	13	10	Dual Shot x10-14
Death Dauber	3-5	4	—
Creeper	1	2	Ammo x1-4
Ahriman	7	15	Quick Shot Item
Tomb	80	20	Death x1-2
Flan Azul	4	2	HP Recovery x2-3
Tonberry	15	20	Ammo x30-39
Mega Tonberry	20	30	—

CHECKING OUT THE AREA

The way through the Cloister of Trials is fairly simple and can be divided into three parts. The first area extends from the starting point to the crossroads area. Here you need to be on the lookout for foes coming from all directions. The creepers from the Tomb are especially troubling, as they scurry across the floor. It is very easy to miss them after being distracted by a flying Death Dauber.

The Crossroads area is next. Here you'll have fiends coming from all directions as you attempt to take out a Tomb. The Tomb may not attack, but everything else will!

At the end you'll face the Tonberry Hallway, a place where Tonberry enemies attack in force. Can you handle the pressure this close to the goal line?

LIGHTNING ROD TOWERS

When Available:	Chapters 2, 3
Location:	Thunder Plains
Objective:	Help the Al Bhed calibrate the Lightning Rod Towers on the northern and southern plains. This project starts out simple enough, but ends up being a real test of hand-eye coordination and memorization skills. If you attempted to calibrate all 10 towers and calibrate 5 of the 10 towers correctly, entering all 30 commands, you'll win the Samurai's Honor Garment Grid.

CALIBRATING THE LIGHTNING ROD TOWERS

When you visit the Thunder Plains in Chapters 2 and 3, you'll find Al Bhed technicians busily trying to calibrate the Lightning Rod Towers on the northern and southern plains. Talk to one of them twice and he'll ask for your help with the calibration project.

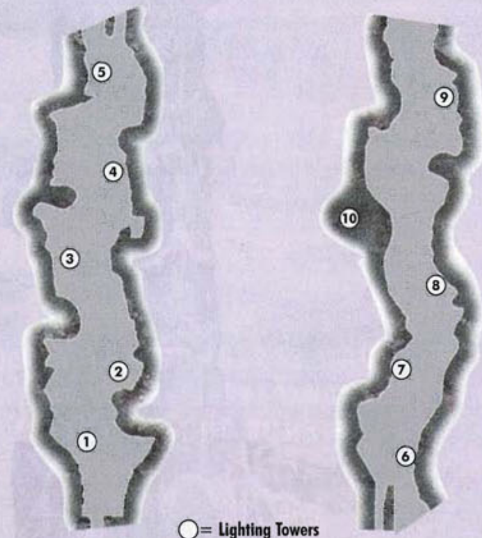


To start the Lightning Rod Tower mini-game, talk to one of the busy technicians.



If you need to confirm your progress or just get some help, speak with the technician inside the Travel Agency.

To calibrate a tower (it's recommended that you start with the first three at the southern end of the plains), you must enter a series of 30 randomly generated commands. If you miss three times, the calibration fails and you're forced to start over again. You can check your progress by talking to the technician inside the Travel Agency building between the two plains.



THREE TYPES OF CALIBRATIONS

Care of the Lightning Rod Towers is divided between the three girls and each one has her own style of calibration: Simple Calibration, Falling Calibration, and Memory Calibration. See if you can master these three types and calibrate all 10 of the Lightning Rod Towers.

RIKKU AND SIMPLE CALIBRATION



At the beginning, the button commands appear directly over Rikku's head, but later on they start appearing all around the screen.

Rikku's towers use the Simple Calibration method. In this type of mini-game, button commands are flashed on the screen one at a time. You have a limited amount of time to enter the command before it is counted as a miss and another command takes it place. After the 13th command or so, the speed with which the commands appear increases, making the game more challenging. Rikku's final tower features two button commands that you must enter at the same time.

TOWER #	ICON POSITION	MUST PRESS
1	Middle of screen	Circle, X, Triangle and Square
4	One of 13 locations on-screen	Circle, X, Triangle, Square, and D-pad
*7	One of 13 locations on-screen	Circle, X, Triangle, Square, L1, R1, and D-pad

**You must press a combination of two keys at the same time for tower 7.*

PAINE AND FALLING CALIBRATION

Paine's towers utilize the Falling Calibration method. In this case, a string of three button icons fall down the screen from the top to the bottom. Half way down, one of the icons flashes, meaning you must input the command before the line of icons hit the bottom of the screen and fall off. The speed at which the icons fall increases as the game continues.



You need to be quick at pressing buttons to succeed in Falling Calibration. Paine's towers just get harder as they go along.

TOWER #	# OF SUCCESSFUL ENTRIES	FALL SPEED	MUST PRESS
2	0-10	Normal	Circle, X, Triangle, and Square
	11-15	Normal	Circle, X, Triangle, Square, and Up and Down on D-pad
	16-25	Normal	Circle, X, Triangle, Square, and D-pad
	26-29	Double Speed	Circle, X, Triangle, and Square
5	0-5	Normal	Circle, X, Triangle, and Square
	6-10	Normal	Circle, X, Triangle, Square, and D-pad
	11-15	Normal	Circle, X, Triangle, Square, L1, R1, and D-pad
	16-25	Double Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
	26-29	Triple Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
8	0-5	Normal	Circle, X, Triangle, Square, and D-pad
	6-15	Normal	Circle, X, Triangle, Square, L1, R1, and D-pad
	16-25	Double Speed	Circle, X, Triangle, Square, L1, R1, and D-pad
	26-29	Triple Speed	Circle, X, Triangle, Square, L1, R1, and D-pad

YUNA AND MEMORY CALIBRATION



Yuna's towers really test your memorization skills!

Yuna's four towers feature the most complex form of calibration: Memory Calibration. This is divided into two procedures per round. First, during the Memory Phase, the string of button commands is presented to memorize. Then, during the Input Phase, you receive a limited amount of time to enter the string. The number of buttons you need to press increases as the towers' difficulty level increases.

TOWER #	# OF SUCCESSFUL ENTRIES	# OF COMMANDS	MUST PRESS
3	0-10	2	Circle, X, Triangle, and Square
	11-25	3	Circle, X, Triangle, and Square
	26-29	4	Circle, X, Triangle, and Square
6	0-10	2	Circle, X, Triangle, Square, and D-pad
	11-25	3	Circle, X, Triangle, Square, and D-pad
	26-29	4	Circle, X, Triangle, Square, and D-pad
9	0-10	2	Circle, X, Triangle, Square, L1, R1, and D-pad
	11-20	3	Circle, X, Triangle, Square, L1, R1, and D-pad
	21-25	4	Circle, X, Triangle, Square, L1, R1, and D-pad
	26-29	5	Circle, X, Triangle, Square, L1, R1, and D-pad
10	0-10	2	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad
	11-15	3	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad
	16-20	4	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad
	21-25	5	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad
	26-29	6	Circle, X, Triangle, Square, L1, L2, R1, R2, and D-pad

EVERYTHING'S COMING UP CACTUARS

When Available:	Chapters 3 and 5
Location:	Bikanel Desert, Cactuar Nation
Objective:	Search throughout Spira for 10 missing Cactuars. Convince them to return home to protect the Cactuar Nation from a great evil that arises in Chapter 5. Win the mini-game against the final Cactuar, Frailea, to receive the Covenant of Growth Garment Grid.

THE FLOW OF THE GAME

Cactuar Hunting is part of a larger mission that closes out the events in the Bikanel Desert. When you visit the Bikanel Desert in Chapter 3, you learn that the Al Bhed have forged a relationship with the Cactuar Nation in the midst of the desert. As a gesture of goodwill, they ask you to help their leader, Marnela, with a problem. Nhadala assigns you an Al Bhed youth, Benzo, as a translator and off you go to the Cactuar Nation.



Active Cacti (i.e. those you can talk to) are marked with a green square on the on-screen map at the top-left part of the screen. They also have swirls of green that envelop them.



Listen closely to the Cactuar Mother's clues. Pay special attention to the highlighted words and phrases.

Marnela needs you to search for 10 young cactuars that have ventured out into Spira to learn more about the world. To find out where each one is located, you must talk to their mothers. Look for a green square on the on-screen map to locate a Cactus Mother. You can only go after one cactuar at a time, so only Marnela (the guardian of the Lair of the Rogue Cactuars) and the current cactuar's mother are marked as active on the on-screen map.



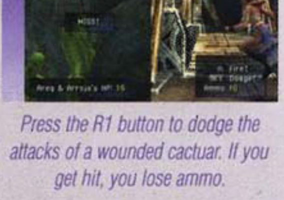
That green cactuar is difficult to miss—even in the strangest locations.

After receiving the clues to a cactuar's whereabouts, it's time to head out and begin your search. The missing cactuars are scattered everywhere, from cities to mountains to plains. Try to narrow down your search to places that most resemble those in the hint, then look for a small cactuar that is just hanging out.

When you catch a missing cactuar, a shooting mini-game begins. Most of the Cactuars you're looking for have friends who are willing to help them defy your orders. You must shoot the cactuar from a rapidly changing display of the cactuar and its friends until its HP reaches 0.



The faster the cactuar's speed rating, the faster the screen shifts between the cactuar and its two companions. You need great timing to shoot the fastest of the 10 Cactuars.



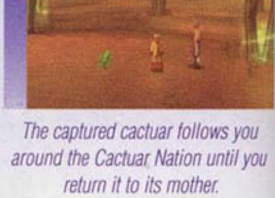
Press the R1 button to dodge the attacks of a wounded cactuar. If you get hit, you lose ammo.

You receive a set amount of ammo, so make sure your shot hits true. Additionally, when you hit a cactuar, there is a chance that it will rush and attack you. You can dodge these attacks by pressing the R1 button. If you get hit, you lose ammo and points.

Regardless of how you fare in this mini-game, you can still persuade the cactuar to return home and fulfill its destiny. Simply return to the Cactuar Nation in the Bikanel Desert and bring the youth to his or her mother. The next cactuar's mother then awakens and you can continue your quest.

However, this does not mean that you shouldn't try to defeat each cactuar. Not only is it fun to beat your high score, it gives you good practice for when you go up against the final cactuar, Frailea.

This mini-game spans two chapters. Look for the first six Cactuar in Chapters 3 and 5. The remaining four Cactuars are accessible only in Chapter 5.



The captured cactuar follows you around the Cactuar Nation until you return it to its mother.

LET'S FIND THOSE CACTUARS!

The following section reveals the locations and statistical information for all 10 cactuars.

#/NAME	LOCATION	
1/Lobivia	In the Oasis section of the Bikanel Desert.	
2/Toumeya	Sunbathing on the beach on Besaid Island.	
3/Lobeira	Inside the Treasure Room in the secret area of Chateau Leblanc in Guadosalam.	
4&5/Areq & Arroja	Hanging out at the foot of Mt. Gagazet in the Calm Lands.	
6/Islaya	In the northern part of the Thunder Plains.	
7/Chiapa	Highest point overlooking Kilika Port and Kilika Woods. Look for a place to climb onto a ledge along the eastern path through the woods.	
8/Erio	On the snowy Mountain Trail of Mt. Gagazet.	
9/Bartschella	With Dona on Kilika Island.	
10/Frailea	Inside the Cactuar Hollow.	

EXTRA ITEMS

During the fight with Lobeira, you can win extra items by shooting the treasure chests that appear with her. The same is true for the fight with Bartschella. Shoot the pots to earn some extra items!

RIN'S MYSTERY

When Available:	**Chapters 4, 5**
Location:	**Celsius Bridge (use the CommSpheres) and Mi'ihen Highroad**
Objective:	**Help Rin discover the culprit behind the hover crash and the machina riot that occurred on the Mi'ihen Highroad in Chapter 3. You can win the right to ride chocobos on the Highroad or acquire some rare prizes, depending on which suspect is caught!**

THE SETUP



Rin needs some assistance finding out who's responsible for the mayhem on the Mi'ihen Highroad in Chapter 3.

Rin has his hands full searching for the person who caused the hover crash, then reprogrammed the machina on the Mi'ihen Highroad to riot. He needs someone to look for clues using the extra CommSpheres he's installed throughout the area. If you see something suspicious, or just abnormal, give him a call and he'll run over to investigate.



Switch between the CommSpheres on the network to look for clues or just strange behavior.

The bulk of this mini-game occurs during Chapter 4. Use the CommSphere network on the Mi'ihen Highroad to look for unusual occurrences. When you see something that looks unusual, call Rin to investigate more closely. As you locate more clues, Rin notifies you that the investigation is moving to a new level and, eventually, he'll take over the entire project himself. In Chapter 5, head over to the Mi'ihen Highroad to find out the results of your detective work.



In Chapter 5, all of your detective work is put to good use as Rin solves the case and deals with the guilty party!

THE MI'IHEN HIGHROAD COMMSPHERE NETWORK

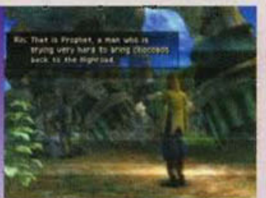
It seems that during Chapter 3, Rin added some extra CommSpheres along the Mi'ihen Highroad. While working on this mystery in Chapter 4, tap into Rin's network and use them to determine who committed the crimes in Chapter 3. There are eight CommSphere locations on the Mi'ihen Highroad. To have Shinra's CommSphere on the list, you must see the event in which Shinra drops the CommSphere after you complete the "Machina Mayhem" mission.



The extra CommSpheres enable you to check out what's going on all around the Mi'ihen Highroad.

THE MI'IHEN HIGHROAD COMMSPHERE LOCATIONS
Travel Agency, Front
Travel Agency, Back
Ruins
Newroad
Hover Crash Site
Oldroad Interior
Shinra's CommSphere
Highroad North Entrance

THE SUSPECTS



Using the following information, you can deliberately skew the investigation so that Rin chooses your prime suspect.

There are ultimately five suspects in this mystery: Rikku, Calli, the Prophet, a small Chocobo Eater, and even Rin! The culprit is determined by the clues and events you see during both the investigation in Chapter 4 and the events you witnessed on the Mi'ihen Highroad area in during Chapters 1, 2, and 3. If you don't see them all during your first run through of the game, then keep them in mind when you play through a second time.

The best part of solving Rin's Mystery is finessing who turns out to be the final culprit. You can start the process early in the game by making sure that you witness or participate in the following events:

- **Chapter 1:** Talk to the female Al Bhed technician at the southern end of the Mi'ihen Highroad.
- **Chapter 2:** Participate in the "Cuckoo for Chocobos" mission. The outcome determines whether or not Calli or Rikku are possible suspects.
- **Chapter 2:** After completing the "Cuckoo for Chocobos" mission, return to Mi'ihen Highroad and enter the Travel Agency. Look for Rin as he walks past and out the door.
- **Chapter 3:** Participate in the "Machina Mayhem" mission. To add Rin to the list of suspects, make sure that you decommission more machina than the Al Bhed (at least seven altogether). Don't miss a single machina.
- **Chapter 3:** After completing the "Machina Mayhem" mission, return to Mi'ihen Highroad and look for Shinra along the road. Watch as he installs a CommSphere in an unusual location.

Witnessing these events puts you in the position to make at least four of the five possible suspects the actual culprit. Read on to find out exactly how to stack the deck against one of the five suspects!

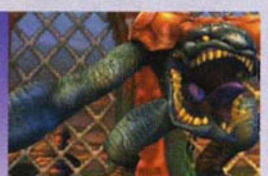
FOLLOWING THE STORYLINES

The mystery is divided into three levels. The clue events you witness from the CommSpheres determine the identity of the guilty party. Therefore, it follows that if you know which clue events you need to see, then you can make any of the suspects the criminal! Before the list of clue events is revealed, let's discuss some guidelines to catching certain suspects.

THE SMALL CHOCOBO EATER AND THE PROPHET

Setting these two characters up doesn't take much extra effort. After all, they are the most obvious suspects! Each one wants to see the chocobos return to the Mi'ihen Highroad—just for drastically different reasons!

To get the small Chocobo Eater as the criminal, make sure you see clue events 1-A, 1-D, 2-B and 2-G. To find the Prophet guilty, make sure that you witness clue event 1-C, 1-I, 2-C, 2-E, 2-F, 2-I, 2-J, 2-L, 2-M, 2-3, 3-H, and 3-I.



The Chocobo Eater is the easiest culprit to catch.



The Prophet is a bit more difficult to figure out. You really have to do some detective work to uncover his trail!

RIKKU AND CALLI

Unfortunately, you can either add one or the other to the list. The decision point for this occurs at the end of the "Cuckoo for Chocobos" mission in Chapter 2. If you decide to invite Calli and her Chocobo to ride on the Celsius, Rikku is added to the list of suspects. If you don't let Calli and Chocobo join the Celsius crew, then Calli takes Rikku's place on the list of suspects.



Rikku's story is a fun one, although the clues Rin finds are difficult to see.



Calli's story occurs only if you fail the "Cuckoo for Chocobos" mission in Chapter 2. If you succeed, this Chocobo feather floating in the air is all you'll see of her storyline.

To stack the deck against Calli, do the following:

- In the "Cuckoo for Chocobos" mission in Chapter 4, make sure you see the ending in which Calli does *not* get a Chocobo.
- Make sure you end Chapter 2 *without* inviting Calli onboard the Celsius.
- Make sure you see clue events 1-E, 1-F, 2-A, 2-D, 3-C, and 3-E during the mystery game in Chapter 4.

To point the finger at Rikku, do the following:

- During the "Cuckoo for Chocobos" mission in Chapter 2, make sure you see the scene in which Rikku jumps from the top of the Ruins and falls on her backside.
- At the end of the "Cuckoo for Chocobos" mission in Chapter 2, invite Calli and her chocobo onboard the Celsius when offered the chance.
- During your investigation in Chapter 4, make sure you witness clue event 2-K and 1-B!

RIN



Rin is doing something shady and it's up to you to find out!

Rin is the toughest suspect to corral. While it's easy enough to get him on the list of suspects, it is difficult to skew the investigation to point the finger of blame at him!

To collar Rin as the culprit, do these things:

- In Chapter 1, make sure you talk to the female Al Bhed technician at the southern end of the Mi'ihen Highroad.
- Once you complete the "Cuckoo for Chocobos" mission in Chapter 2, return to the area and pay a visit to the Travel Agency. You should see Rin walk by and exit the building. Wonder what he's up to?
- In Chapter 3, defeat at least seven of the malfunctioning machina in the "Machina Mayhem" mission. Do so and you'll see Rin in the crowd of people in the scene at the end of the mission.
- Call for Rin during clue event 1-G during the investigation.
- Witness clue event 3-G during the investigation, then switch to the Newroad CommSphere to see clue event 3-D immediately afterward. Call Rin at that time to report what happened in 3-G.
- After completing the previous steps, go to a place where no clue events take place and call Rin there five times. After doing so, you shouldn't be able to get Rin to come running when you call for him. End the game until Chapter 5.

THE CLUE EVENT LIST

The following tables lists all of the clue events in the Rin's Mystery min-game. Remember that the investigation portion of the game is divided into three parts. When you hear the bell and Rin states that you are getting to the heart of the matter, move ahead to the next part of the list.

> **CAUTION!**
>
> *For an event to count toward the investigation, you must call Rin over to take a look.*

Additionally, in each story line there are a specific number of events that you must witness before you can move on to the next part of the story. Use the following information to figure out how many you have to see for the storyline you've chosen.

EVENTS NEEDED PER STORYLINE

	RIKKU	CALLI	CHOCOBO EATER	PROPHET
Part 1	2	3	3	3
Part 2	2	3	3	4
Part 3	2	3	2	3

CASE EVENTS FOR PART ONE OF THE INVESTIGATION

EVENT	LOCATION	DESCRIPTION	REQ	PTS AWARDED RIKKU	CALLI	CHOCOBO EATER	PROPHET
1-A	Travel Agency, Back	A small Chocobo Eater appears to be playing with the Drone Machina console.	None	-	-	+4	-
1-B	Ruins	The Ruins machina seems to be malfunctioning.	Must fulfill Rikku's pre-reqs.	+6	-	-	-
1-C	Newroad	The Prophet seems to be meeting with a young woman. I wonder why?	Only if you called Rin during event 1-I.	-	-	-	+4
1-D	Newroad	A small crowd is gathered at the spot where the hover went off the road.	None	+6	+4	+4	+4
1-E	Hover Crash Site	A Chocobo feather floats in the air.	If going for Calli, view event 1-F first.	-	+4	-	-
1-F	Oldroad Interior	Calli appears to be looking for something.	Must fulfill Calli's pre-reqs.	-	+4	-	-
1-G	Shinra's CommSphere	Capture Rin talking to a strange Al Bhed woman. Hmmm.	None	-	-	-	-
1-H	Highroad N. Entrance	The Prophet and a Chocobo Eater? What a strange pair!	Must see events 1-A or 1-C.	-	-	+4	-
1-I	Highroad N. Entrance	Who is the Prophet speaking to?	None	-	-	-	+4

CASE EVENTS FOR PART TWO OF THE INVESTIGATION

EVENT	LOCATION	DESCRIPTION	REQ	PTS AWARDED RIKKU	CALLI	CHOCOBO EATER	PROPHET
2-A	Travel Agency, Front	Look for Rin and Calli in front of the hovers.	All of Calli's pre-reqs and see event 1-E.	-	+4	-	-
2-B	Travel Agency, Front	Why is that Chocobo Eater chasing a gull?	None	-	-	+4	-
2-C	Travel Agency, Back	A strange woman is checking out the computer console back there.	None	-	-	-	+3
2-D	Travel Agency, Back	Who is Calli waiting for?	All of Calli's pre-reqs. Don't call Rin at start of 2-C.	-	+4	-	-
2-E	Travel Agency, Back	An Al Bhed technician is playing with computer console.	None	-	-	+3	-
2-F	Ruins	The Prophet is having another meeting.	See event 2-E first.	-	-	-	+3
2-G	Newroad	How strange is that? A Chocobo Eater chasing a Hover.	None	-	-	+4	-
2-H	Hover Crash Site	Call Rin when you see a group of machina surround the crashed hover.	None	+6	+4	+4	+3
2-I	Hover Crash Site	What is the Prophet hiding by the crash site?	See event 2-J first.	-	-	-	+3
2-J	Oldroad, Interior	The Prophet starts talking to the two guys.	See event 2-F first.	-	-	-	+3
2-K	Shinra's CommSphere	None	In "Machina Mayhem" mission, attack machina on opposite ledge.	+6	-	-	-
2-L	Highroad N. Entrance	The Prophet speaks with a young lady.	See event 2-F first.	-	-	-	+3
2-M	Highroad N. Entrance	The Prophet hides something in the ruins.	See event 2-L first.	-	-	-	+3
2-N	Highroad N. Entrance	Rin finds the item the Prophet hid.	See event 2-M first.	-	-	-	+3

CASE EVENTS FOR PART THREE OF THE INVESTIGATION

EVENT	LOCATION	DESCRIPTION	REQ	PTS AWARDED RIKKU	CALLI	CHOCOBO EATER	PROPHET
3-A	Travel Agency, Front	Rin is talking to the hover driver.	See event 2-H first.	+6	+4	+6	+4
3-B	Travel Agency, Back	When you call Rin a man falls from the roof.	None	+6	-	-	-
3-C	Ruins	A young woman is waiting by the ruins.	Erased when you see event 3-I first.	-	+4	-	-
3-D	Newroad	Near Hover Crash Site, you see Rin doing something strange.	See event 3-G first. This event is erased if you see another event first.	-	-	-	-
3-E	Newroad	Calli tries to hide traces of something.	Complete Calli's pre-reqs.	-	+4	-	-
3-F	Hover Crash Site	Rin finds something in the Hover wreckage.	None	-	-	+6	-
3-G	Hover Crash Site	As you search the area, the CommSphere malfunctions.	None	-	-	-	-
3-H	Oldroad Interior	Rin talks to the two men.	None	-	-	-	+4
3-I	Highroad N. Entrance	The Prophet and his assistant meet up.	None	-	-	-	+4

AND THE CULPRIT IS?

Without giving too much away, here's a list of pros and cons for going after each of the five suspects.

CHOCOBO EATER

If you don't follow the advice here to make someone else the criminal, the Chocobo Eater will likely be the one caught!

Pros: Now that the road is safe from chocovorous fiends, you get to ride chocobos on the Mi'ihen Highroad after it's put away.

Cons: You don't receive any special items and your feeling of accomplishment is likely to be low.

THE PROPHET

Hmmm... The Prophet likes chocobos so much that he'll do anything to free up the roads for them.

Pros: This is the funniest End of Episode scene! Done in the style of a Scooby Doo Mystery (complete with Y-R-P as the meddling kids!), this one will have you on the floor laughing.

Cons: You don't receive a special item and you don't get to ride chocobos on the Highroad afterward; cannot get 100% completion.

RIKKU

Poor Rikku! She can't help being klutzy!

Pros: You get to ride chocobos and you get the **Ragnarok** accessory. Also, the End of Episode scene is fairly amusing.

Cons: Does Rikku really have to be berated for her careless and clumsy ways again!?!

CALLI

Her love for chocobos is so strong... And so was her disappointment at not getting a chocobo in Chapter 2.

Pros: You still get to ride chocobos on the Highroad and you can say that you've nabbed one of the hardest-to-catch perpetrators, but...

Cons: You negate your chances to get the Chocobo Ranch mini-game and you fail to acquire the **Selene Guard Garment Grid** that you would have won in the "Cuckoos for Chocobos" mission.

RIN

If you nab Rin, you're *really* good!

Pros: You get to ride chocobos for free on the Highroad and you win **Gippal's Sphere**.

Cons: Completing the pre-requisites is really tricky.

BLITZBALL

When Available:	Chapter 5
Location:	Luca Stadium
Objective:	The Blitzball season starts in Luca during Chapter 5. Can you guide the Gullwings to victory while the Besaid Aurochs are on maternity leave?

A NEW AND IMPROVED BLITZBALL!

Blitzball is a game in which two teams compete in a sphere pool in a game that resembles soccer or water polo—except that it's played underwater! During each five minute match, each team attempts to take the ball from each other and score more points than the other to win the game. In this mini-game, Yuna and the Gullwings must pull together a competitive team and participate in the Spira League Tournament in place of the Besaid Aurochs. The basic rules and changes from the original Blitzball game in *FINAL FANTASY X* are discussed in this section. Keep in mind that there have been quite a few changes since Blitzball was originally introduced. The game now plays more as a coaching simulation instead of an actual game.

BASIC RULE #1: THE NUMBER OF PLAYERS PER TEAM

Each team has seven fielders and one goal keeper for a total of eight players. The Gullwings can also keep a maximum of four back-up players to form a team of 12 Players. You cannot increase the size of your team.

HOW IT'S CHANGED...

The number of players on a team has increased from six to eight so that the division between the forwards and defenders is clearer. In addition, to accommodate the larger teams, the playing field has increased in size. Also, if you have backup players prepared, you can substitute them during the game.

BASIC RULE #2: IN-GAME ACTION

The players can make a pass or a shot from any position. Also, opponents cannot steal the ball right back, even if you steal the ball by force.

HOW IT'S CHANGED...

The ability to cause status abnormalities with one's pass or shoot is gone, but a new "injury" element has been added to the game. If a player gets injured during a match or training, then the player cannot move for the rest of the match. Special shots have now been limited to an Overhead Volley and the Corkscrew Shot.

BASIC RULE #3: VICTORY AND DEFEAT CONDITIONS

The match lasts for five minutes and whoever scores the most goals in that time wins. In the case of a tie score, the match ends in a tie for a normal game but goes into sudden death during tournament matches.

HOW IT'S CHANGED...

The break between the first half and the second half of the game has disappeared. Also, if either team scores seven points, then the game is called and the team with the seven points is declared the winner.

THE FLOW OF THE GAME

When you start playing the Blitzball mini-game, you have four options: Train, Play Blitzball, Scout, or Tutorial. If you are new to the game, then familiarize yourself with the rules of the game using the Tutorial option. After doing so, you'll want to bring your team in for Training before you play your first match.

1. **Starting the Game**

There are two ways to get to the main Blitzball menu. When you first visit Luca in Chapter 5, you can agree to play when asked to participate in the tournament to start the mini-game. If you choose not to start right away, you must speak with the woman behind the ticket counter in the stadium. Here you can select between playing Blitzball or Sphere Break.

2. **Training**

Almost every member of the Gullwings team is a rank beginner at Blitzball. They all have very low stats and if you want them to have a chance at winning, you'll need a lot of training to get them to compatible levels with the rest of the teams. You can put individual players through 17 types of training regimens (at the cost of Command Points), or you can have the entire team go through group training in the different formations and types of play styles. At the start of the game, you should play in Exhibition Matches to earn the Command Points needed to raise your team members' stats

3. **Scouting**

There are a total of 99 players in Blitzball, and 35 of them are free agents who aren't attached to any one team. These free agents form a pool of talent that only the Gullwings can tap. Use the Scouting function to find and sign promising new players for your team. After all, while it's important to train the original members of the Gullwings, it is also good to scout out players who are already strong and add them to your team.

4. **Playing in a Match**

After selecting Play Blitzball on the main menu, you must select the type of match you want to play (Spira League, Tournament, and Exhibition Match). However, the game basically plays itself with you watching the action unfold in the position of coach. All you can really do is change your team's Formation and Game Play strategies and substitute players as needed. If you do not have enough players to form a team of eight, you cannot play a match.

5. **Winning Prizes and Command Points**

When the match is over, you receive prizes or Command Points based on the type of match you chose and whether or not you won. As you gain more points, your team level increases and you can win all sorts of items. At the end of a match, you have the option of continuing or returning to Luca.

TRAINING

In *FINAL FANTASY X*, Blitzball players gained experience based on their actions during a match. In *FINAL FANTASY X-2*, experience points or levels aren't used and the players must raise their parameters through training. Since you can't directly affect a player's actions once a match starts, you must really rely on sharpening your player's skills through training.

The training method works as follows: When Blitzball begins, your current Command Points are displayed in the upper-right corner of the screen. Divide these points among the players in Training mode. While giving out lots of Command Points at one time has the biggest effect, be careful because it can lead to fatigue (FTG) and injuries. In addition to receiving various penalties, injured players can only receive limited training.

Moreover, in addition to gaining Command Points by playing matches, you can receive points (1 Command Point for every 10 seconds) just by leaving Blitzball mode and returning to the field. The default maximum points you can gain is 100 points, but that maximum number increases when the Gull Wings level up.

FLOW OF THE TRAINING SYSTEM

1. Move the cursor to the player's name and press the X button.
2. Move the cursor to the type of training regimen you want and press the X button.
3. Allot the Command Points you want to dedicate to this training regimen (from 0-9), then press the X button to return to the main Training menu.
4. Move the cursor to Practice and press the X button. Now all of the players who have been given Command Points will receive their individualized training. In Training, the increased parameters are shown in pink and the decreased parameters are in blue.

EXPLAINING A PLAYER'S STATS

To make the coaching simulation more realistic, the number of player stats have more than doubled. Here's a rundown on what they are and what they stand for.

The following stats can change during Training:

END	Endurance: The higher the stat, the more easily the player can endure an opponent's tackle.
ATK	Attack: This indicates the strength of the player's tackle ability. The higher the stat, the easier it will be for the player to steal the ball when he or she sets up a tackle.
PAS	Pass: The higher the stat, the less likely it is that your passes will fail.
SHT	Shoot: The higher the stat, the more successful your shots will be.
BLK	Block: The higher the stat, the more likely your player will block an opponent's shots and steal the ball.
CAT	Catch: The higher the stat, the more likely your player is to catch shots. This stat is a must for the goal keeper.
RNG	Range: The higher the state, the more successful your players will be at completing shots and passes over long distances.
REC	Receive: The higher the stat, the easier your players can catch passes from their own team members.

TRAINING

The list of numbers in blue that appear to the left of this first set of stats are called the Optimal Points, which indicate the amount a player can endure during training. These numbers increase or decrease by one while you are performing Training exercises. When you allot more command points than the optimal number provided, the character's Fatigue stat (FTG) rises.

The following stats don't change during Training:

SPD	Speed: The higher the stat, the faster the player moves through the water.
RCH	Reach (extent of the player's defensive range): The higher the stat, the more easily the player discovers opponents carrying the ball and the more easily he or she can encounter them.

The following are parameters outside of player stats:

OUT	This marks the number of contracted matches the player must sit out due to injury.
CNT	Contract: This lists the player's number of contracted matches. When the number reaches 0, the player's contract ends.
GIL	Number of Command Points needed to sign a free agent to a 10-game contract with the Gullwings.

The following are stats that change during matches:

MOR	Morale: The higher this stat, the more likely your players are to use special shots and combos.
FTG	Fatigue: The higher this stat, the more it compromises a player's level of play and increases the likelihood that he or she will suffer an injury in training or during a match.

CHANGING STATS THROUGH TRAINING

When you train a member of your team individually, the change in that player's stats is not just a simple reflection of the number of allotted Command Points. The rules for stat changes are shown in this section. There are a total of six stats (END, ATK, PAS, SHT, BLK, and CAT) and although they may not appear to change as a result of training, there actually have been changes to some "invisible" parameters.

Moreover, although this is not displayed on-screen, there is a maximum limit to each of the eight stats that are influenced by training. After that point, no matter how much you train, the parameter will not increase any further (unless the player receives some secret training!).

HOW STATS ARE CHANGED BY TRAINING

- Each of the six stats (END, ATK, PAS, SHT, BLK and CAT) is assigned a hidden value between 1-8 (the default value is 4). When you train a player, the allotted command points are added to these hidden values and, when the hidden value exceeds 8, 1 point is added to the actual parameter.
- The stats RNG and REC do not have any hidden values. Their values are raised by the same value as the allotted command points.
- If a player participates in a training regimen that lowers a certain stat, then in the case of stats with hidden values (END- CAT), the command points are subtracted from the hidden value and the total stat is decreased as necessary. In the case of a stat without hidden values (i.e. RNG and REC), the stat is decreased based on the number of command points subtracted from the previous total.
- When the hidden value drops below 1, the stat is lowered by 1 and the hidden value starts again at 7.

TRAINING REGIMENS FOR SINGLE PLAYERS

MENU OPTION	RAISES	LOWERS	EFFECT
Downtime	-	FTG	Decreases the player's 1-2 points per Command Point allotted.
Iron Man	END	BLK	See previous section for explanation of how this works.
Sandbagging	ATK	CAT	See previous section for explanation of how this works
Passing	PAS	END	See previous section for explanation of how this works
Shooting	SHT	REC	See previous section for explanation of how this works
Blocking	BLK	RNG	See previous section for explanation of how this works
Goalkeeping	CAT	PAS	See previous section for explanation of how this works
Receiving	REC	SHT	See previous section for explanation of how this works
Throwing Arm	RNG	ATK	See previous section for explanation of how this works
Pep Talk	MOR	-	May raise Morale (MOR) to max (99 points). Probability is based on (# of Command Points allotted x 10)%.
Counseling	Optimal Points	-	May max out the player's Optimal Points for END-REC. Probability is based on (# of Command Points allotted x 10)%.
Teamwork	-	-	Raises the combination points between two players on your team

PREPARING FOR A MATCH

How a player moves during a match is affected by the combination of their position, formation, and play style. By understanding these characteristics, you can find the kind of combination you want for your own strategy.

PLAYER POSITIONS IN FORMATIONS

POSITION	JOB
FW	Forward.: Takes up residence closest to the opposition's goal. Largely responsible for aiming shots.
MF	Middle Fielder: Hangs out in mid-field and controls the match.
DF	Defender: Largely responsible for stealing the ball from attacking opponents.
GL	Goalkeeper: Repels opponent's shots from the goal.

LIST OF FORMATIONS

4-2-1

A formation that places an emphasis on a strong defensive line in front of its own goal. With this, even a weak team can defend its own goal. This is the Gullwings' default formation.

4-1-2

Moving one of the mid-fielders up from the "4-2-1" formation creates two forwards. Although it strengthens the offense, it may make it easier for the opposing team to score a goal.

3-3-1

With three players in the midfield and three on defense, it is a strong defensive formation, but rather difficult to score a goal with. It's a good formation for doing a counter attack.

3-2-2

A formation with very few holes. It may look like it's balanced, but if the players don't have high parameters, then there is a danger of both attack and defense being mediocre.

3-1-3

While taking the risk of having only one MF, this formation has a strong defensive and offensive line. The stronger the DF ability of your players, the easier it is to perform a counter attack.

2-4-1

With four MF, it is easy to control the midfield with this formation. However, it is then necessary for the MF to play both offense and defense. This formation is best for teams that have strong midfielders.

2-3-2

With five players able to move to offense, this formation is best for offensive attacks. Although this is strong during attack periods, since there are only 2 DF, it is vulnerable to attacks and counter attacks.

2-2-3

By moving one of the mid-fielders up from the 2-3-2 formation, this formation improves offense. With a FW with a strong END parameter, you can mount a strong attack but the defensive line remains somewhat weak.

LIST OF PLAY STYLES

CENTER ATTACK

Recommended Formations: 4-2-1 and 3-2-2

This style enables you to break through the opposing defense using a combination of short passes. This is the default Play Style for the Gullwings.

RIGHT SIDE

Recommended Formations: 2-4-1 and 3-3-1

This formation uses aggressive dribbling to drive up the right side of the field deep into the opponent's territory. With a FW stationed in front of the opponent's goal, you are just a pass and a shot away from a scoring opportunity.

LEFT SIDE

Recommended Formations: 2-4-1 and 3-3-1

Almost identical to the Right Side style, this uses aggressive dribbling to drive up the left side of the field deep into the opponent's territory.

POST PLAY

Recommended Formations: 3-1-3 and 2-2-3

Pass the ball to the center FW and create scoring opportunities for the offensive line. With formations skewed toward offensive players, this style enables your teammates to pass the ball back and forth until there is a scoring opportunity.

SHORT PASS

Recommended Formations: 4-1-2 and 3-2-2

In this style, team members pass the ball quickly around the field to take advantage of holes in the opponent's defense.

LONG FEED

Recommended Formations: 4-2-1 and 3-3-1

This style relies of long passes between DF players and the FW to create scoring opportunities. Make sure that your key players have a good range before attempting this style.

SCOUTING HIDDEN TALENTS

There are 35 players who are listed as free agents. You can use Command Points to scout and hire any of these new players. The Free Agents that you can scout are determined by the Gullwings' scout level. You can scout other players if you increase the team's level by winning games. Use the following information to determine what your team level needs to be before your scout level increases.

There are seven Free Agents for each Scout Level, but only a maximum of four players are shown on-screen each time you search for player information. If the player who you want to scout is not on-screen, search again until the player appears. Keep in mind that each search costs 10 Command Points.

COMMAND POINTS NEEDED FOR SCOUTING

HOW TO USE COMMAND POINTS	SCOUT LV				
	1	2	3	4	MAX
Acquiring Player data	10	10	10	10	10
Sign Contract with Player	10	15	20	30	40

SCOUT LV AND TEAM LV RELATIONSHIP

SCOUT LV	TEAM LV
1	1 (0 wins)
2	5 (8 wins)
3	10 (18 wins)
4	20 (38 wins)
MAX	30 (58 wins)

RECOMMENDED FREE AGENTS

The following are the best Free Agents for the Gullwings at each Scout Level.

SCOUT LEVEL 1: SHUU AND ROPP

Shuu has high END and SHT stats that make her a perfect choice as a FW. She can also pull off the Overhead Volley move, which can be very effective as your team learns the ropes. Ropp, on the other hand, is a born DF player with his high ATK and BLK stats. Put him on your defensive line and let him do his stuff.

SCOUT LEVEL 2: MEP

Mep is the same type of player as Miyu. He has high END and SHT stats and can be used much the same way as you would use Miyu.

SCOUT LEVEL 3: SHAAMI

Shaami has decent stats that should be in line with the rest of your team. What she has that others might not is the Corkscrew Shot.

SCOUT LEVEL 4: KWINN

Only Kwinn's CAT stat grows steadily as he advances, making him a great GL for your team. With a max CAT of 94, he's a good investment until you can scout Yuyui.

SCOUT LEVEL MAX: LUCIL AND YUYUI

Yuyui's stats max out at the highest levels possible (99 for END-CAT and 255 for both RND and REC). This makes her great at any position! Lucil, on the other hand, is a bit of a step down. Her stats max out at 77 for END-CAT and 177 for RND and REC. Not as great as Yuyui, but not a bad addition to your team as a whole.

CONTROLLING THE TEAM AS MANAGER

The flow of a Blitzball game is described in this section. After you decide upon the match type and the camera angle you want to use during the match, the game proceeds virtually on autopilot. However, during the match, you can interrupt play by pressing the Triangle button. A menu appears after a team makes a successful goal and you can change formations, play style, and even switch out players. During the game, you can zoom in on the action by pressing the Square button and press the R1 and L1 buttons to boost or lower the team's Adrenaline Gauge.

TYPES OF MATCHES

There are three types of Blitzball matches: Spira League, Tournament, and Exhibition. At the start of the game, you should stick with Exhibition matches to build up your Command Points and train your characters until their stats are compatible with the other teams.

RULES FOR THE SPIRA LEAGUE

- Six teams compete in the tournament. Each team plays the others twice for a total of 10 matches.
- Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, a tie game is called.
- The winner of the tournament is the team with the highest number of points. A win nets you 3 points, a tie 1 point, and a loss 0.
- At the end of all of the matches, the points are tallied and a winner is declared. The teams placing first, second, and third win prizes.

RULES FOR A TOURNAMENT

- Six teams battle until one wins. Your opponent is chosen randomly.
- Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, the game goes into Sudden Death overtime. Periods of 30 seconds each are called until one team scores.

EXHIBITION

- Play a single practice match.
- Choose your opponent from among five teams.

SPIRA LEAGUE AND TOURNAMENT PRIZES

FIRST PLACE	SECOND PLACE	THIRD PLACE	EXHIBITION
Crystal Bangle	Mythril Bangle	X-Potion (x2)	X-Potion (x2)
Rune Bracer	Gold Bracer	Mega-Potion (x2)	Mega Potion (x2)
Moon Bracer	Power Gloves	Ether (x2)	Ether (x2)
Shining Bracer	Diamond Gloves	Turbo Ether	Mega Phoenix (x2)
Star Bracer	Pixie Dust	Mega Phoenix (x2)	-
Recovery Bracer	Mystery Veil	Mythril Bangle	-
Sprint Shoes	Crimson Ring	Hyper Wrist	-
Charm Bangle	Snow Ring	Diamond Gloves	-
Gold Hairpin	Ochre Ring	Talisman	-
AP Egg	Cerulean Ring	Mystery Veil	-

BLITZBALL PLAYER STATS

This section contains all of the stats for every player on each team, including the free agents. Use this information to help decide which players to scout or trade for.

READING THE PLAYER STATS ENTRIES

Scout Level Indicates the stage at which the player can be scouted. This does not pertain to players on established teams.

Contract Duration Indicates the maximum number of games for which a player can be contracted during one signing period (equal to the CNT stat).

CP Needed to Sign Lists the number of Command Points (CP) needed to sign a player or renew their contract.

Special Shot Shows a player's type of Special Shot.

Stats Indicates the player's Starting Stats, their Maximum Stats, and the Optimal Points assigned to the stats. Remember, these only apply to the first eight stats, which can be changed through Training.

GULLWINGS

PAINE

Scout Level:	1
Contract Duration:	99
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	48	7
ATK	2	20	5
PAS	2	30	5
SHT	5	92	9
BLK	2	20	5
CAT	1	10	4
RNG	70	130	8
REC	50	135	9
SPD	30	-	-
RCH	50	-	-

WEDGE

Scout Level:	1
Contract Duration:	15
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	2	33	4
ATK	4	57	6
PAS	3	60	8
SHT	1	20	4
BLK	3	40	8
CAT	1	10	4
RNG	27	95	8
REC	32	82	8
SPD	30	-	-
RCH	60	-	-

YUNA

Scout Level:	1
Contract Duration:	99
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	41	7
ATK	3	28	4
PAS	4	84	9
SHT	2	42	8
BLK	3	73	5
CAT	1	65	4
RNG	39	119	8
REC	45	154	9
SPD	30	-	-
RCH	50	-	-

BUDDY

Scout Level:	1
Contract Duration:	20
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	38	5
ATK	4	61	5
PAS	4	63	7
SHT	1	32	4
BLK	2	40	8
CAT	1	10	5
RNG	46	120	8
REC	30	105	9
SPD	30	-	-
RCH	65	-	-

BIGGS

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	33	5
ATK	2	10	5
PAS	3	71	8
SHT	3	42	5
BLK	4	21	5
CAT	1	10	4
RNG	39	88	8
REC	45	95	7
SPD	30	-	-
RCH	60	-	-

BROTHER

Scout Level:	1
Contract Duration:	40
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	42	7
ATK	2	12	5
PAS	2	43	8
SHT	1	51	9
BLK	4	21	6
CAT	1	10	5
RNG	36	115	8
REC	4	200	9
SPD	40	-	-
RCH	60	-	-

RIKKU

Scout Level:	1
Contract Duration:	99
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	2	43	6
ATK	2	22	5
PAS	4	78	9
SHT	2	45	6
BLK	4	82	9
CAT	1	34	7
RNG	38	89	8
REC	28	190	8
SPD	35	-	-
RCH	65	-	-

SHINRA

Scout Level:	1
Contract Duration:	30
CP Needed to Sign:	3
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	44	5
ATK	3	20	5
PAS	3	11	5
SHT	2	5	5
BLK	1	42	5
CAT	3	79	3
RNG	37	72	5
REC	11	26	5
SPD	33	-	-
RCH	70	-	-

LUCA GOERS

BICKSON

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	20	55	7
ATK	13	37	4
PAS	11	41	4
SHT	30	52	8
BLK	14	38	5
CAT	2	19	3
RNG	105	120	8
REC	105	112	8
SPD	40	-	-
RCH	55	-	-

GRAAV

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

SPECIAL	SHOT:	N/ASTAT	START
END	23	51	7
ATK	11	42	6
PAS	30	54	9
SHT	15	55	5
BLK	14	41	5
CAT	3	19	4
RNG	100	122	7
REC	106	120	8
SPD	35	-	-

BALGERDA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	9	41	4
ATK	25	52	7
PAS	17	52	8
SHT	3	26	4
BLK	19	29	4
CAT	6	28	3
RNG	72	92	6
REC	95	140	7
SPD	30	-	-
RCH	65	-	-

PRETUS

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	25	48	4
ATK	12	77	7
PAS	20	53	5
SHT	2	11	3
BLK	20	51	5
CAT	2	13	2
RNG	130	142	6
REC	95	105	7
SPD	40	-	-
RCH	65	-	-

ABUS

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	15	41	5
ATK	3	18	3
PAS	16	41	7
SHT	21	45	8
BLK	11	38	4
CAT	5	17	3
RNG	105	118	6
REC	110	158	7
SPD	35	-	-
RCH	50	-	-

DORAM

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	15	54	6
ATK	18	38	8
PAS	27	51	9
SHT	3	30	5
BLK	10	75	4
CAT	7	28	3
RNG	120	130	8
REC	99	110	8
SPD	40	-	-
RCH	55	-	-

BOWER

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	16	30	5
ATK	21	51	7
PAS	18	37	5
SHT	6	18	4
BLK	17	42	7
CAT	1	10	3
RNG	90	100	7
REC	88	130	8
SPD	30	-	-
RCH	80	-	-

RAUDY

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	11	2
ATK	2	11	3
PAS	2	13	3
SHT	1	26	2
BLK	9	26	2
CAT	22	52	6
RNG	30	70	5
REC	37	37	4
SPD	30	-	-
RCH	60	-	-

KILIKA BEASTS

LARBEIGHT

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	45	5
ATK	2	30	3
PAS	2	22	4
SHT	4	54	9
BLK	4	10	4
CAT	2	10	3
RNG	71	104	8
REC	85	89	9
SPD	30	-	-
RCH	50	-	-

VUROJA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	56	7
ATK	3	30	4
PAS	5	76	9
SHT	1	21	4
BLK	4	20	4
CAT	1	92	5
RNG	61	88	8
REC	81	95	9
SPD	30	-	-
RCH	40	-	-

DEIM

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	2	20	4
ATK	3	52	7
PAS	4	77	8
SHT	2	10	3
BLK	3	20	5
CAT	1	10	2
RNG	60	87	6
REC	66	70	6
SPD	30	-	-
RCH	30	-	-

ZANDA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	22	4
ATK	3	77	9
PAS	2	40	5
SHT	1	10	4
BLK	3	10	5
CAT	1	10	3
RNG	65	85	6
REC	43	78	8
SPD	30	-	-
RCH	45	-	-

ISKEN

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	41	5
ATK	3	10	3
PAS	3	45	6
SHT	3	55	5
BLK	5	10	3
CAT	1	10	3
RNG	78	104	6
REC	72	92	6
SPD	30	-	-
RCH	50	-	-

KULUKAN

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	29	5
ATK	3	51	5
PAS	4	92	8
SHT	3	30	4
BLK	3	55	4
CAT	1	10	3
RNG	65	130	9
REC	56	100	8
SPD	36	-	-
RCH	40	-	-

ENKROY

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	20	4
ATK	2	93	8
PAS	4	40	5
SHT	2	18	4
BLK	2	20	4
CAT	1	10	3
RNG	62	78	6
REC	57	85	7
SPD	28	-	-
RCH	45	-	-

NIZARUT

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	12
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	2	43	4
ATK	2	30	5
PAS	3	30	3
SHT	1	8	2
BLK	3	10	3
CAT	3	52	3
RNG	40	88	7
REC	35	52	7
SPD	30	-	-
RCH	30	-	-

AL BHED PSYCHES

EIGAAR

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	31	73	4
ATK	20	52	4
PAS	25	54	3
SHT	35	71	6
BLK	11	52	4
CAT	2	18	3
RNG	130	150	8
REC	155	178	6
SPD	33	-	-
RCH	45	-	-

BERRIK

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	28	71	6
ATK	10	40	4
PAS	21	51	9
SHT	36	72	6
BLK	13	56	4
CAT	2	51	2
RNG	118	122	8
REC	128	158	7
SPD	35	-	-
RCH	55	-	-

LAKKAM

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	10	27	6
ATK	28	93	9
PAS	41	69	4
SHT	2	12	3
BLK	16	54	5
CAT	3	20	4
RNG	72	104	4
REC	100	115	8
SPD	30	-	-
RCH	90	-	-

NOMMA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	12	54	6
ATK	33	71	8
PAS	27	42	9
SHT	1	18	4
BLK	34	72	7
CAT	2	19	4
RNG	82	113	8
REC	99	115	9
SPD	30	-	-
RCH	70	-	-

BLAPPA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	41	82	5
ATK	10	41	4
PAS	18	72	6
SHT	33	90	7
BLK	21	37	3
CAT	9	11	3
RNG	120	132	9
REC	160	190	9
SPD	35	-	-
RCH	30	-	-

JUDDA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	21	51	3
ATK	21	52	4
PAS	37	76	6
SHT	19	51	6
BLK	14	37	6
CAT	2	54	4
RNG	104	120	7
REC	110	153	4
SPD	35	-	-
RCH	40	-	-

KEPPEL

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	14	39	5
ATK	39	72	7
PAS	17	51	6
SHT	4	17	4
BLK	30	40	7
CAT	2	17	3
RNG	88	115	7
REC	120	151	6
SPD	30	-	-
RCH	80	-	-

NIMROOK

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	70
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	19	72	6
ATK	10	27	5
PAS	12	27	7
SHT	8	38	7
BLK	16	73	7
CAT	32	73	9
RNG	34	114	3
REC	113	155	4
SPD	30	-	-
RCH	60	-	-

RONSO FANGS

BASIK RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	33	93	9
ATK	9	41	8
PAS	10	37	4
SHT	16	54	6
BLK	9	39	4
CAT	2	10	3
RNG	100	190	8
REC	135	155	9
SPD	30	-	-
RCH	50	-	-

GAZNA RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	28	91	8
ATK	15	56	4
PAS	17	73	5
SHT	11	37	4
BLK	6	39	4
CAT	4	21	6
RNG	71	101	5
REC	125	164	8
SPD	30	-	-
RCH	55	-	-

IRGA RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	41	71	7
ATK	16	52	8
PAS	19	54	9
SHT	6	37	4
BLK	17	54	6
CAT	10	28	8
RNG	53	110	8
REC	136	172	9
SPD	30	-	-
RCH	60	-	-

DARGA RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	41	75	9
ATK	20	55	7
PAS	17	55	6
SHT	3	18	4
BLK	17	53	4
CAT	3	30	2
RNG	93	123	8
REC	108	152	8
SPD	30	-	-
RCH	60	-	-

ARGAI RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	43	71	9
ATK	10	27	8
PAS	9	30	6
SHT	17	53	7
BLK	11	73	7
CAT	5	31	5
RNG	110	120	8
REC	157	178	6
SPD	30	-	-
RCH	50	-	-

NUVY RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	11	52	6
PAS	21	55	5
SHT	9	40	5
BLK	9	30	4
CAT	4	31	4
RNG	53	109	8
REC	125	135	8
SPD	30	-	-
RCH	60	-	-

ZONDI RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	35	93	9
ATK	20	56	7
PAS	12	39	6
SHT	9	29	5
BLK	21	40	4
CAT	6	31	5
RNG	72	118	7
REC	141	153	8
SPD	30	-	-
RCH	60	-	-

ZAMZI RONSO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	26	54	7
PAS	12	42	8
SHT	1	27	4
BLK	11	39	7
CAT	18	19	3
RNG	56	107	8
REC	73	111	8
SPD	30	-	-
RCH	60	-	-

GUADO GLORIES

GIERA GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	5	31	5
ATK	4	31	5
PAS	29	72	7
SHT	6	41	8
BLK	4	28	4
CAT	5	30	4
RNG	180	200	9
REC	190	250	9
SPD	27	-	-
RCH	55	-	-

NAV GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	27	5
ATK	3	30	4
PAS	26	92	9
SHT	5	42	5
BLK	7	38	5
CAT	1	10	3
RNG	220	230	9
REC	175	223	9
SPD	28	-	-
RCH	55	-	-

PAH GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	5	12	4
ATK	7	37	6
PAS	42	73	8
SHT	1	3	3
BLK	7	40	7
CAT	2	21	6
RNG	131	165	9
REC	200	250	9
SPD	24	-	-
RCH	70	-	-

WON GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	4	12	6
ATK	8	54	4
PAS	55	93	8
SHT	3	11	3
BLK	9	73	7
CAT	1	11	3
RNG	235	250	8
REC	120	187	9
SPD	27	-	-
RCH	60	-	-

ZAZI GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	3	31	4
ATK	6	41	6
PAS	38	74	8
SHT	6	55	7
BLK	8	37	4
CAT	3	30	4
RNG	195	220	8
REC	195	250	9
SPD	28	-	-
RCH	55	-	-

AUDA GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	4	41	5
ATK	6	52	7
PAS	53	93	9
SHT	4	28	4
BLK	8	54	7
CAT	5	10	3
RNG	240	150	6
REC	170	195	6
SPD	28	-	-
RCH	60	-	-

YIL GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	6	11	3
ATK	8	55	5
PAS	60	91	9
SHT	1	10	4
BLK	5	51	7
CAT	3	17	7
RNG	185	220	8
REC	150	168	8
SPD	25	-	-
RCH	60	-	-

NOY GUADO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	2	43	4
ATK	5	38	5
PAS	20	53	7
SHT	2	12	4
BLK	3	10	3
CAT	7	52	9
RNG	90	109	7
REC	120	220	9
SPD	25	-	-
RCH	60	-	-

BESAID AUROCHS

BECLEM

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	38	56	9
ATK	21	38	4
PAS	29	40	6
SHT	42	75	9
BLK	9	16	4
CAT	1	11	3
RNG	120	125	9
REC	190	187	9
SPD	30	-	-
RCH	50	-	-

LETTY

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	22	56	4
ATK	20	41	5
PAS	45	92	9
SHT	25	31	5
BLK	9	73	7
CAT	2	17	3
RNG	80	89	8
REC	120	198	9
SPD	30	-	-
RCH	60	-	-

JASSU

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	18	38	6
ATK	48	62	9
PAS	21	52	7
SHT	10	37	4
BLK	24	75	6
CAT	1	20	3
RNG	80	91	8
REC	175	188	7
SPD	30	-	-
RCH	65	-	-

VILUCHA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	24	53	6
ATK	25	92	9
PAS	32	30	7
SHT	1	92	5
BLK	12	29	5
CAT	1	38	3
RNG	107	120	6
REC	114	124	5
SPD	33	-	-
RCH	60	-	-

WAKKA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	35	72	9
ATK	6	39	4
PAS	10	27	6
SHT	48	74	8
BLK	7	40	5
CAT	2	16	3
RNG	130	134	8
REC	180	190	8
SPD	30	-	-
RCH	50	-	-

DATTO

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	22	51	5
PAS	24	74	6
SHT	4	37	5
BLK	22	40	4
CAT	3	19	3
RNG	85	87	7
REC	110	140	7
SPD	40	-	-
RCH	60	-	-

BOTTA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	22	52	5
ATK	48	72	8
PAS	19	53	9
SHT	3	12	5
BLK	19	39	4
CAT	3	10	3
RNG	52	83	5
REC	124	131	6
SPD	30	-	-
RCH	65	-	-

KEEPA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	60
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	16	4
ATK	5	21	4
PAS	4	19	4
SHT	1	99	2
BLK	4	18	4
CAT	39	74	7
RNG	60	67	5
REC	87	99	5
SPD	40	-	-
RCH	40	-	-

ZANARKAND ABES

KIRYL

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	43	75	7
ATK	23	26	4
PAS	31	59	5
SHT	63	95	9
BLK	20	42	4
CAT	8	13	3
RNG	180	190	9
REC	155	190	9
SPD	30	-	-
RCH	30	-	-

TOMA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	30	55	6
ATK	21	38	4
PAS	27	52	4
SHT	68	71	8
BLK	19	39	4
CAT	8	10	3
RNG	140	145	7
REC	135	159	9
SPD	38	-	-
RCH	30	-	-

NAYA

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	51	99	4
ATK	30	39	5
PAS	41	53	9
SHT	29	35	5
BLK	48	53	9
CAT	10	19	3
RNG	200	230	6
REC	121	154	8
SPD	35	-	-
RCH	60	-	-

LUPERIS

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	30	53	6
ATK	54	92	8
PAS	32	55	6
SHT	2	28	4
BLK	28	31	4
CAT	9	10	3
RNG	34	67	6
REC	90	113	7
SPD	30	-	-
RCH	70	-	-

STAR PLAYER

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	47	92	7
ATK	27	36	4
PAS	30	73	4
SHT	98	99	9
BLK	10	42	4
CAT	2	13	3
RNG	190	199	7
REC	174	250	6
SPD	32	-	-
RCH	50	-	-

SHAFT

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	37	74	4
ATK	30	40	6
PAS	51	74	9
SHT	32	34	4
BLK	41	58	4
CAT	12	20	3
RNG	102	116	8
REC	120	160	7
SPD	40	-	-
RCH	50	-	-

SUZAM

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	30	40	5
ATK	61	99	8
PAS	31	39	5
SHT	12	13	4
BLK	41	55	6
CAT	3	17	5
RNG	90	100	7
REC	98	116	8
SPD	30	-	-
RCH	80	-	-

CETAN

Scout Level:	-
Contract Duration:	10
CP Needed to Sign:	90
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	11	38	4
ATK	30	30	4
PAS	5	72	8
SHT	2	20	3
BLK	18	71	7
CAT	54	93	9
RNG	90	120	8
REC	21	36	8
SPD	30	-	-
RCH	30	-	-

FREE AGENTS

SCOUT LEVEL: 1

UKYOU

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	10	61	9
ATK	3	16	5
PAS	5	26	7
SHT	4	31	4
BLK	5	28	6
CAT	1	11	4
RNG	38	78	7
REC	55	132	9
SPD	30	-	-
RCH	55	-	-

SULYA

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	39	4
ATK	3	30	5
PAS	1	10	3
SHT	1	13	3
BLK	3	30	6
CAT	8	57	3
RNG	36	80	8
REC	65	72	6
SPD	30	-	-
RCH	60	-	-

BALKAI

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	6	33	4
ATK	9	74	6
PAS	3	60	5
SHT	2	20	4
BLK	13	53	6
CAT	1	17	2
RNG	50	73	8
REC	64	99	8
SPD	30	-	-
RCH	60	-	-

ROPP

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	28	4
ATK	12	40	6
PAS	6	26	4
SHT	2	19	3
BLK	11	60	7
CAT	1	26	3
RNG	48	81	7
REC	45	78	7
SPD	30	-	-
RCH	60	-	-

SHUU

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	7	62	7
ATK	2	37	5
PAS	2	39	4
SHT	9	45	6
BLK	1	19	4
CAT	2	16	3
RNG	51	102	8
REC	58	112	8
SPD	30	-	-
RCH	60	-	-

NEDUS

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	4	41	4
ATK	4	40	4
PAS	8	58	7
SHT	2	27	4
BLK	9	56	8
CAT	3	57	3
RNG	41	75	8
REC	56	105	9
SPD	30	-	-
RCH	60	-	-

HILDI

Scout Level:	1
Contract Duration:	10
CP Needed to Sign:	10
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	6	40	4
ATK	8	21	3
PAS	10	38	4
SHT	5	53	7
BLK	3	42	6
CAT	3	51	2
RNG	51	89	7
REC	71	113	8
SPD	30	-	-
RCH	60	-	-

FREE AGENTS

SCOUT LEVEL: 2

ZALITZ

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	18	52	6
ATK	7	42	5
PAS	6	56	8
SHT	2	28	4
BLK	15	72	4
CAT	4	39	3
RNG	51	91	7
REC	78	150	8
SPD	38	-	-
RCH	60	-	-

SVANDA

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	26	6
ATK	4	19	4
PAS	14	72	9
SHT	2	11	3
BLK	7	26	7
CAT	11	71	5
RNG	51	111	7
REC	81	132	8
SPD	35	-	-
RCH	70	-	-

NHADALA

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	8	26	5
ATK	5	26	5
PAS	15	71	8
SHT	4	17	4
BLK	1	30	4
CAT	4	28	4
RNG	60	120	9
REC	67	155	9
SPD	30	-	-
RCH	60	-	-

MEP

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	14	54	6
ATK	6	55	4
PAS	3	55	4
SHT	13	75	8
BLK	1	54	4
CAT	3	29	2
RNG	71	98	7
REC	68	115	8
SPD	30	-	-
RCH	60	-	-

JUMAL

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	9	44	8
ATK	15	94	9
PAS	9	11	4
SHT	4	6	3
BLK	6	60	4
CAT	5	57	3
RNG	43	100	8
REC	50	70	7
SPD	30	-	-
RCH	60	-	-

DURREN

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	3	51	6
ATK	3	31	4
PAS	16	53	8
SHT	4	37	4
BLK	15	79	9
CAT	5	39	3
RNG	64	120	9
REC	61	154	9
SPD	30	-	-
RCH	60	-	-

NAIDA

Scout Level:	2
Contract Duration:	10
CP Needed to Sign:	15
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	75	3
ATK	3	20	4
PAS	10	56	8
SHT	12	54	7
BLK	3	42	5
CAT	5	28	4
RNG	54	118	8
REC	70	130	9
SPD	30	-	-
RCH	60	-	-

FREE AGENTS

SCOUT LEVEL: 3

KIYURI

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	15	55	6
ATK	26	95	9
PAS	9	42	4
SHT	11	20	5
BLK	12	21	4
CAT	8	16	4
RNG	85	110	7
REC	95	136	9
SPD	30	-	-
RCH	60	-	-

ZEV RONSO

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	12	31	4
ATK	18	64	9
PAS	11	39	4
SHT	9	42	5
BLK	24	68	9
CAT	18	56	7
RNG	70	92	7
REC	90	175	9
SPD	30	-	-
RCH	60	-	-

JAIALAI

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	12	38	4
ATK	25	75	9
PAS	23	40	8
SHT	11	16	4
BLK	12	30	6
CAT	9	30	5
RNG	70	130	8
REC	80	110	8
SPD	38	-	-
RCH	60	-	-

YUMA GUADO

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	13	39	5
ATK	11	21	3
PAS	11	37	4
SHT	6	5	2
BLK	27	73	9
CAT	5	40	3
RNG	56	115	8
REC	74	114	8
SPD	30	-	-
RCH	60	-	-

SHAAMI

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	20	53	8
ATK	17	39	6
PAS	11	29	4
SHT	28	72	9
BLK	12	31	4
CAT	8	19	3
RNG	81	125	8
REC	78	171	9
SPD	30	-	-
RCH	60	-	-

NEFFE

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	22	73	9
ATK	11	56	7
PAS	10	51	5
SHT	21	73	7
BLK	11	41	5
CAT	8	31	4
RNG	70	120	9
REC	70	156	9
SPD	30	-	-
RCH	60	-	-

MIFUREY

Scout Level:	3
Contract Duration:	10
CP Needed to Sign:	20
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	20	31	6
ATK	3	28	4
PAS	3	26	4
SHT	2	16	3
BLK	1	18	7
CAT	29	73	9
RNG	64	70	6
REC	77	192	8
SPD	30	-	-
RCH	60	-	-

FREE AGENTS

SCOUT LEVEL: 4

ADDA

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	28	6
ATK	27	56	7
PAS	1	93	9
SHT	1	29	5
BLK	3	40	7
CAT	5	10	3
RNG	58	110	8
REC	110	174	9
SPD	30	-	-
RCH	60	-	-

FOBBI

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	19	22	4
ATK	11	31	6
PAS	14	51	8
SHT	2	3	2
BLK	31	93	9
CAT	9	72	5
RNG	72	104	7
REC	145	168	8
SPD	30	-	-
RCH	60	-	-

CAHHAN

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	18	38	5
ATK	22	51	7
PAS	31	76	9
SHT	11	30	6
BLK	24	74	9
CAT	5	28	4
RNG	120	132	9
REC	72	200	8
SPD	30	-	-
RCH	60	-	-

MIYU

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	24	54	5
ATK	21	41	5
PAS	16	41	5
SHT	32	83	9
BLK	16	39	6
CAT	9	38	6
RNG	72	110	8
REC	82	210	9
SPD	30	-	-
RCH	60	-	-

KWINN

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	1	3	2
ATK	3	4	2
PAS	3	5	2
SHT	2	4	2
BLK	1	2	2
CAT	24	94	2
RNG	93	95	5
REC	10	23	4
SPD	30	-	-
RCH	60	-	-

RIN

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	19	53	9
ATK	11	27	5
PAS	19	52	7
SHT	35	73	9
BLK	15	52	4
CAT	7	27	3
RNG	93	135	8
REC	91	152	8
SPD	30	-	-
RCH	60	-	-

TATTS

Scout Level:	4
Contract Duration:	10
CP Needed to Sign:	30
Special Shot:	Overhead Volley

STAT	START	MAX	OPT PTS
END	25	55	6
ATK	15	42	7
PAS	18	39	5
SHT	32	92	9
BLK	15	96	9
CAT	2	41	3
RNG	100	121	7
REC	100	188	7
SPD	30	-	-
RCH	60	-	-

FREE AGENTS

SCOUT LEVEL: MAX

ISAARU

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	35	92	5
ATK	2	10	5
PAS	42	96	5
SHT	1	12	5
BLK	39	96	5
CAT	1	10	5
RNG	11	22	5
REC	130	210	5
SPD	30	-	-
RCH	60	-	-

DONA

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	25	52	5
ATK	25	52	5
PAS	25	51	5
SHT	24	54	5
BLK	26	52	5
CAT	25	54	5
RNG	73	84	5
REC	73	84	5
SPD	28	-	-
RCH	60	-	-

MARODA

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	8	41	5
ATK	18	27	7
PAS	31	92	9
SHT	17	19	7
BLK	11	29	5
CAT	10	40	7
RNG	90	105	6
REC	135	158	9
SPD	30	-	-
RCH	60	-	-

LUCIL

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	Overhead Volley; Corkscrew Shot

STAT	START	MAX	OPT PTS
END	7	77	7
ATK	7	77	7
PAS	7	77	7
SHT	7	77	7
BLK	7	77	7
CAT	7	77	7
RNG	77	177	7
REC	77	177	7
SPD	30	-	-
RCH	77	-	-

AUBORINE

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	2	2
ATK	3	4	2
PAS	3	4	2
SHT	99	99	3
BLK	1	2	2
CAT	5	6	2
RNG	10	11	2
REC	10	11	2
SPD	60	-	-
RCH	60	-	-

BARTHELLO

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	4	42	7
ATK	3	20	5
PAS	6	18	4
SHT	39	94	9
BLK	4	31	7
CAT	41	92	5
RNG	5	71	6
REC	33	90	5
SPD	30	-	-
RCH	60	-	-

YUYUI

Scout Level:	MAX
Contract Duration:	10
CP Needed to Sign:	40
Special Shot:	N/A

STAT	START	MAX	OPT PTS
END	1	99	1
ATK	1	99	1
PAS	1	99	1
SHT	1	99	1
BLK	1	99	1
CAT	1	99	1
RNG	1	255	1
REC	1	255	1
SPD	30	-	-
RCH	60	-	-

LEARNING THE AL BHED LANGUAGE

When Available: **Chapters 1, 2, 3, 4, and 5**
Location: **Throughout Spira**
Objective: **Collect all 26 primers to master the Al Bhed language.**

If you played *FINAL FANTASY X*, then you should know that the only way to learn the Al Bhed language is to acquire all of the Al Bhed Primers and learn each letter. After acquiring some of the Primers, you'll notice that when someone speaks to you in Al Bhed, some of the letters appear pink in color. There are 26 volumes of the Primers and each one teaches you a different letter. After collecting all of the Primers, you'll find that you can understand Al Bhed perfectly!

SO THAT'S WHAT THEY WERE SAYING!

If scouring Spira for Primers isn't for you, wait until you play the game a second time with the "New Game Plus" file. This file enables you to start the game with all the Al Bhed primers you previously collected and allows you to search the game for the ones you missed.

OBTAINING THE AL BHED PRIMERS

The following table indicates how to acquire all 26 volumes of the Al Bhed Primer. Now you have no excuse not to get them all!

LOCATION	CH # 1	2	3	4	5	# OF COPIES	HOW TO OBTAIN
Bikanel Desert	X	X	X	-	X	6	During the Digging mini-game, you can find Al Bhed Primers scattered throughout the desert.
Celsius	X	-	-	-	-	3	After finishing the first mission, talk to Brother. You can get up to three volumes.
Celsius	X	-	-	-	-	1	After finishing the first mission, and before you hear Brother's broadcast, talk to Buddy.
Djose Temple	X	X	-	-	-	1	Sign up for the Digging mini-game with Gippal at Djose Temple; he will relinquish one volume.
Lake Macalania	X	X	-	-	-	1	Speak to the Al Bhed woman in front of the Travel Agency before the "Follow That O'aka" mission begins.
Bikanel Desert	X	-	-	-	-	1	You get this volume on your first visit to Bikanel Desert.
Luca	X	-	-	-	-	1	After finishing the mission "Behind the Scenes" in Luca, look for Rin in the locker room area of Luca Stadium.
Celsius	-	X	-	-	-	1	Speak with Shinra at the start of Chapter 2.
Djose Temple	-	X	-	-	-	1	Speak to Gippal at the Temple.
Djose Temple	-	-	X	-	-	1	Before the Hotspot link to Djose Temple appears in Chapter 2, go to the Temple and speak with Gippal.
Djose Temple	-	-	X	-	-	1	Start the "No Way, Djose" mission.
Lake Macalania	-	-	X	-	-	1	Complete the "Secure the Agency" mission.
Celsius	-	-	-	X	-	1	At the start of Chapter 4, talk to Paine on the deck of the Celsius and return to the bridge.
Djose Temple (CommSphere)	-	-	-	X	-	1	Watch the first event through the Djose Temple CommSphere.
Djose Temple (CommSphere)	-	-	-	X	-	1	Watch the sixth event through the Djose Temple CommSphere.
Macalania Woods (CommSphere)	-	-	-	X	-	1	Watch the first event through the Macalania CommSphere.
Djose Temple	-	-	-	-	X	1	You win this one when you defeat the Experiment in the "Masterpiece Theatre" mission inside Djose Temple.
Thunder Plains	-	-	-	-	X	1	Complete the "A Fallen Genius" mission in Thunder Plains by rescuing Cid.
Celsius					X	1	Watch the scene in which Buddy and Brother talk on the deck of the Celsius.

FIENDS & ENEMIES

LEGEND



[1] Basic Info: This includes the following: enemy name, its type, and where it's found.

[2] Enemy Stats: These sections include the enemy's attributes. Information in red relates to an enemy's oversoul version.

[3] Elemental Affinities: This section lists an enemy's relationship to certain elements

Fire	Lightning	Gravity
Water	Ice	Holy

[4] Immunities: The information in this section displays an enemy's resistance to status effects. Abbreviations for the effects are as follows:

Dth. = Death	P.B. = Power Break
Pet. = Petrification	Ma.B. = Magic Break
Slp. = Sleep	A.B. = Armor Break
Sil. = Silence	Me.B = Mental Break
Drk. = Darkness	L.C. = Luck Change
Poi. = Poison	E.C. = Evasion Change
Con. = Confusion	A.C. = Accuracy Change
Ber. = Berserk	Doom = Doom
Cur. = Curse	Del. = Delay
Ejt. = Eject	P.I. = Preparation Interruption
Slw. = Slow	M.D. = Multiple Damage
Stp. = Stop	

[5] Defensive Effects: The same abbreviations apply for this section as noted in the Immunities section.

[6] Item & Bribe Info: This area lists the items dropped, stolen, or bribed from enemies.

???



NONE

CHAPTERS	1
WHERE FOUND	Luca
LEV	1
HP	82
MP	9999
EXP	3
AP	1
GIL DROP	100
GIL STEAL	300
STR	8
DEF	10
AGL	71
EVA	0
ACC	8
LUCK	0
MAG	0
MAG DEF	0

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Zan. (40)
DROP RATIO	128/255
ITEM DROP	Phoenix Down x1
RARE DROP	Phoenix Down x2
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1
RARE STEAL	Hi-Potion x1
BRIBE ITEM	None
RARE BRIBE	None

ACULEATE



WASP

CHAPTERS	3, 5
WHERE FOUND	Bikanel/Bevelle Tower Floors 30-32
LEV	22 [26]
HP	776 [1840]
MP	27
EXP	177 [220]
AP	1 [2]
GIL DROP	72
GIL STEAL	260 [530]
STR	31
DEF	5
AGL	103 [124]
EVA	28 [35]
ACC	12 [15]
LUCK	0
MAG	3
MAG DEF	1

None	Weak	None
None	None	None

IMM	[Con.], [Ber.], Cur., Stp., [P.B.]
DEF EFF	Ejt. (6 [8]), Zan. (0 [2])
DROP RATIO	128/255 [255/255]
ITEM DROP	Echo Screen x2 [Poison Fang x4]
RARE DROP	Remedy x1 [Poison Fang x6]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x2 [Star Pendant x1]
RARE STEAL	Poison Fang x4 [Star Pendant x1]
BRIBE ITEM	Star Pendant x1 [Star Pendant x3]
RARE BRIBE	Star Pendant x1 [Star Pendant x3]

ADAMANTOISE



ADAMANT

CHAPTERS	3, 5
WHERE FOUND	Calm Lands/Mt. Gagazet/Bevelle Palace Floors 33-35
LEV	37 [44]
HP	7850 [8243]
MP	210
EXP	1500 [2800]
AP	1 [2]
GIL DROP	650 [1500]
GIL STEAL	1300 [3000]
STR	45
DEF	18
AGL	111 [144]
EVA	0
ACC	1
LUCK	0
MAG	133
MAG DEF	144

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Cur., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ber. (100 [Immune]), Ejt. (230 [Immune]), Zan. (80 [200])
DROP RATIO	255/255
ITEM DROP	Hi-Potion x4 [Black Belt x1]
RARE DROP	X-Potion x1 [Black Belt x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	X-Potion x1 [Mystery Veil x1]
RARE STEAL	Muscle Belt x1 [Mystery Veil x1]
BRIBE ITEM	X-Potion x10 [Defense Bracer x1]
RARE BRIBE	X-Potion x12 [Defense Bracer x2]

ADAMANTORTOISE



ADAMANT

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Palace Floors 70-74
LEV	42 [50]
HP	14580 [25809]
MP	270
EXP	2582 [3348]
AP	1 [2]
GIL DROP	1000 [1200]
GIL STEAL	1800 [3600]
STR	44
DEF	20
AGL	83 [121]
EVA	0
ACC	3 [5]
LUCK	0
MAG	245
MAG DEF	245

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (100 [200])
DROP RATIO	255/255
ITEM DROP	X-Potion x1 [Crystal Gloves x1]
RARE DROP	X-Potion x1 [Crystal Gloves x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	X-Potion x1 [Oath Veil x1]
RARE STEAL	Black Belt x1 [Oath Veil x1]
BRIBE ITEM	White Lore x3 [Defense Bracer x6]
RARE BRIBE	Black Lore x3 [Defense Bracer x8]

AESHMA



SPELL SPINNER

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Palace Floors 75-79
LEV	18
HP	8788
MP	9999
EXP	1600
AP	1
GIL DROP	800
GIL STEAL	1680
STR	1
DEF	38
AGL	72
EVA	0
ACC	3
LUCK	0
MAG	8
MAG DEF	12

None	None	None
None	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Ejt. (40), Zan. (18)
DROP RATIO	32/255
ITEM DROP	Dragonfly Orb x1
RARE DROP	Dream Shock x1
STEAL RATIO	255/255
STOLEN ITEM	Candle of Life x2
RARE STEAL	Farplane Shadow x2
BRIBE ITEM	System Shock x1
RARE BRIBE	Black Lore x1

AGAMA



REPTILE

CHAPTERS	1, 2, 3, 4, 5
WHERE FOUND	Djose Temple, Thunder Plains, Bevelle Tower Floors 13-15
LEV	8 [10]
HP	133 [532]
MP	29
EXP	27 [55]
AP	1 [2]
GIL DROP	16 [33]
GIL STEAL	80 [180]
STR	38 [39]
DEF	6
AGL	63 [69]
EVA	8 [10]
ACC	8 [10]
LUCK	0
MAG	24
MAG DEF	3

None	Weak	None
None	None	None

IMM	Poi., [Con.], [Ber.], Cur.
DEF EFF	Dth. (20), Ejt. (12 [28]), Zan. (1 [6])
DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Remedy x2]
RARE DROP	Remedy x1 [Remedy x3]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Remedy x4]
RARE STEAL	Remedy x1 [Remedy x6]
BRIBE ITEM	Remedy x4 [Remedy x15]
RARE BRIBE	Remedy x5 [Remedy x18]

AHRIMAN



EVIL EYE

CHAPTERS	1, 2, 5
WHERE FOUND	Calm Lands, Mt. Gagazet, Bevelle Tower Floors 1-3
LEV	2 [4]
HP	99 [396]
MP	15
EXP	2 [8]
AP	1 [2]
GIL DROP	20 [38]
GIL STEAL	80 [160]
STR	7 [8]
DEF	9 [10]
AGL	55 [61]
EVA	0
ACC	3 [4]
LUCK	0
MAG	1
MAG DEF	1

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (12 [20]), Zan. (1 [4])
DROP RATIO	128/255 [255/255]
ITEM DROP	Eye Drops x1 [Phoenix Down x3]
RARE DROP	Eye Drops x2 [Phoenix Down x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Phoenix Down x1]
RARE STEAL	Phoenix Down x1 [Mega Phoenix x1]
BRIBE ITEM	Remedy x1 [Mega Phoenix x1]
RARE BRIBE	Eye Drops x2 [Mega Phoenix x1]

AKA MANAH



SPELL SPINNER

CHAPTERS	4, 5
WHERE FOUND	Mi'ihen Highroad/Thunder Plains/Calm Lands/Farplane/Various
LEV	40
HP	6322
MP	6550
EXP	1030
AP	1
GIL DROP	670
GIL STEAL	890
STR	32
DEF	22
AGL	131
EVA	0
ACC	3
LUCK	0
MAG	3
MAG DEF	10

None	None	None
None	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Ejt. (34), Zan. (16)
DROP RATIO	64/255
ITEM DROP	Pretty Orb x1
RARE DROP	Blind Shock x1
STEAL RATIO	255/255
STOLEN ITEM	Remedy x2
RARE STEAL	Candle of Life x2
BRIBE ITEM	Lag Shock x1
RARE BRIBE	Lag Shock x1

AMORPHOUS GEL



GEL

CHAPTERS	1	2	3		5

WHERE FOUND	Macalania/Calm Lands/Bevelle Tower Floors 27-29				
LEV	28 [34]	HP	973 [2333]	MP	999
EXP	480 [780]	AP	1 [2]		
GIL DROP	380 [520]	GIL STEAL	720 [1430]		
STR	18	DEF	58	AGL	82 [98]
EVA	0	ACC	4 [5]	LUCK	0
MAG	255	MAG DEF	0		

	Absorb		Weak		Invalid
	Invalid		Invalid		None

IMM	All *but* Ejt., P.B., M.B., A.B., M.B.
DEF EFF	Ejt. (180 [Immune]), Zan. (20 [25])
DROP RATIO	128/255 [255/255]
ITEM DROP	Blue Ring x1 [Cerulean Ring x1]
RARE DROP	Blue Ring x1 [Cerulean Ring]
STEAL RATIO	64/255 [255/255]
STOLEN ITEM	White Ring x1 [Water Gem x3]
RARE STEAL	White Ring x1 [Water Gem x4]
BRIBE ITEM	Blue Ring x1 [Cerulean Ring x1]
RARE BRIBE	Blue Ring x1 [Short Circuit x1]

ANGRA MAINYU



NONE

CHAPTERS	1	2	3		5

WHERE FOUND	Bikanel				
LEV	47	HP	333444	MP	9999
EXP	5000	AP	30		
GIL DROP	5000	GIL STEAL	2000		
STR	73	DEF	97	AGL	68
EVA	0	ACC	2	LUCK	0
MAG	124	MAG DEF	114		

	None		None		None
	None		Invalid		None

IMM	All but P.B., M.B., L.C., E.C., A.C.
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Ribbon x1
RARE DROP	Ribbon x1
STEAL RATIO	255/255
STOLEN ITEM	Megalixir x1
RARE STEAL	Megalixir x1
BRIBE ITEM	None
RARE BRIBE	None

ANIMA



NONE

CHAPTERS					5

WHERE FOUND	Farplane				
LEV	43	HP	3600	MP	9999
EXP	6000	AP	15		
GIL DROP	2000	GIL STEAL	4000		
STR	32	DEF	33	AGL	133
EVA	0	ACC	5	LUCK	0
MAG	84	MAG DEF	42		

	Half		Half		Half
	Half		Absorb		Weak

IMM	All
DEF EFF	Zan. (110)
DROP RATIO	255/255
ITEM DROP	Tetra Band x1
RARE DROP	Tetra Band x1
STEAL RATIO	128/255
STOLEN ITEM	Fury Shock x1
RARE STEAL	Fury Shock x1
BRIBE ITEM	None
RARE BRIBE	None

ANYTHING EATER



EATER

CHAPTERS					5

WHERE FOUND	Ruin Depths/Bevelle Palace Floors 75-79				
LEV	48 [52]	HP	11600 [36980]	MP	310
EXP	3400 [4800]	AP	1 [2]		
GIL DROP	1500 [1800]	GIL STEAL	2400 [6000]		
STR	142 [162]	DEF	24 [64]	AGL	82 [131]
EVA	0	ACC	11 [14]	LUCK	0
MAG	38	MAG DEF	22		

	None		None		None
	None		Invalid		None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., P.B., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (130), Zan. (70)
DROP RATIO	255/255
ITEM DROP	Power Gloves x1
RARE DROP	Power Gloves x1 [Power Gloves x2]
STEAL RATIO	128/255
STOLEN ITEM	Mega Potion x1
RARE STEAL	Mega Potion x2 [Elixir x1]
BRIBE ITEM	White Lore x3 [Kaiser Knuckles x1]
RARE BRIBE	White Lore x4 [Kaiser Knuckles x1]

AQUILA



BIRD

CHAPTERS			3		5

WHERE FOUND	Bikanel, Bevelle Tower Floors 44-46				
LEV	22 [26]	HP	1897 [4843]	MP	42
EXP	102 [130]	AP	1 [2]		
GIL DROP	55 [85]	GIL STEAL	240 [448]		
STR	44	DEF	24	AGL	130 [156]
EVA	56 [74]	ACC	16 [20]	LUCK	0
MAG	4	MAG DEF	6		

	None		None		None
	None		None		None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (8 [12]), Zan. (0 [3])
DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Hi-Potion x4]
RARE DROP	Hi-Potion x2 [Hi-Potion x6]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Mega Potion x1]
RARE STEAL	Hi-Potion x2 [Mega Potion x2]
BRIBE ITEM	Hi-Potion x20 [X-Potion x12]
RARE BRIBE	Hi-Potion x24 [X-Potion x16]

ARANEA



ARACHNID

CHAPTERS					5

WHERE FOUND	Bevelle Tower Floors 20, 81-99				
LEV	52 [62]	HP	18280 [33394]	MP	178
EXP	4000 [7500]	AP	1 [2]		
GIL DROP	800 [2500]	GIL STEAL	2200 [4200]		
STR	74 [104]	DEF	63 [93]	AGL	72 [115]
EVA	0	ACC	16 [20]	LUCK	0
MAG	44	MAG DEF	12		

	None		None		None
	None		Invalid		None

IMM	All *but* Ejt.
DEF EFF	Ejt. (100 [110]), Zan. (80 [100])
DROP RATIO	255/255
ITEM DROP	Stamina Tonic x1 [Stamina Tonic x2]
RARE DROP	Mythril Bangle x1 [Crystal Bangle x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Turbo Ether x1 [Turbo Ether 2]
RARE STEAL	Kinesis Badge x1 [Kinesis Badge x2]
BRIBE ITEM	Black Lore x5 [Sword Tome x10]
RARE BRIBE	Sword Tome x8 [Sword Tome x16]

ARAST



IMP

CHAPTERS					5

WHERE FOUND	Farplane/Bevelle Palace Floors 65-69				
LEV	29	HP	2742	MP	650
EXP	880	AP	1		
GIL DROP	330	GIL STEAL	880		
STR	21	DEF	44	AGL	64
EVA	36	ACC	0	LUCK	0
MAG	24	MAG DEF	223		

	Weak		Invalid		Invalid
	Invalid		None		None

IMM	Sil., Con., Ber., Cur., Slw., Stp., M.B., Doom
DEF EFF	Dth. (100), Pet. (70), Slp. (60), Drk. (40), Poi. (60), Ejt. (20), Zan. (2)
DROP RATIO	128/255
ITEM DROP	Holy Water x2
RARE DROP	Holy Water x3
STEAL RATIO	255/255
STOLEN ITEM	Dispel Tonic x2
RARE STEAL	Dispel Tonic x3
BRIBE ITEM	Turbo Ether x6
RARE BRIBE	Turbo Ether x8

ARCHAEOTHYRIS



REPTILE

CHAPTERS			3	4	5

WHERE FOUND	Mushroom Rock/Djose Temple/Guadosalam/Thunder Plains/Others				
LEV	32 [38]	HP	1332[3230]	MP	58
EXP	188 [334]	AP	1 [2]		
GIL DROP	110 [198]	GIL STEAL	420 [780]		
STR	36	DEF	17	AGL	85 [102]
EVA	35 [44]	ACC	8 [10]	LUCK	0
MAG	33 [44]	MAG DEF	5		

	None		Weak		None
	None		None		None

IMM	Poi., [Con.], [Ber.], Cur.
DEF EFF	Ejt. (14 [29]), Zan. (1 [7])
DROP RATIO	128/255 [255/255]
ITEM DROP	Eye Drops x2 [Remedy x2]
RARE DROP	Remedy x1 [Remedy x3]
STEAL RATIO	255/255
STOLEN ITEM	Eye Drops x2 [Remedy x3]
RARE STEAL	Remedy x2 [Remedy x8]
BRIBE ITEM	Star Pendant x1 [Haste Ring x2]
RARE BRIBE	Star Pendant x2 [Haste Ring x3]

ARMET



HELM

CHAPTERS	2	3	4	5

WHERE FOUND: Thunder Plains/Calm Lands/Bevelle Tower Floors 24-26

LEV	23 [31]	HP	788 [2370]	MP	21
EXP	113 [165]	AP	1 [2]		
GIL DROP	74 [112]	GIL STEAL	280 [448]		
STR	38	DEF	6	AGL	54 [65]
EVA	0	ACC	1	LUCK	0
MAG	126 [130]	MAG DEF	6		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	None	None

IMM: [Con.], [Ber.], Cur.

DEF EFF: Ejt. (15 [28]), Zan. (1 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x1 [Star Curtain x4]
RARE DROP	Lunar Curtain x1 [Star Curtain x5]
STEAL RATIO	255/255
STOLEN ITEM	Lunar Curtain x1 [Lunar Curtain x4]
RARE STEAL	Star Curtain x1 [Lunar Curtain x5]
BRIBE ITEM	Light Curtain x16 [Light Bracer x1]
RARE BRIBE	Light Curtain x20 [Light Bracer x1]

ASSASSIN BEE



WASP

CHAPTERS	2	3	4	5

WHERE FOUND: Kilika Island/Djose Temple/Thunder Plains/Bevelle Tower Floors 21-23

LEV	19 [23]	HP	233 [832]	MP	1
EXP	38 [61]	AP	1 [2]		
GIL DROP	48 [90]	GIL STEAL	160 [280]		
STR	29	DEF	2	AGL	92 [101]
EVA	23 [29]	ACC	12 [15]	LUCK	0
MAG	3	MAG DEF	1		

Fire	Water	Thunder	Ice	Gravity	Holy
None	Weak	None	None	None	None

IMM: [Con.], [Ber.], Cur., [P.B.]

DEF EFF: Ejt. (6 [8]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Poison Fang x8]
RARE DROP	Star Pendant x1 [Poison Fang x3]
STEAL RATIO	255/255
STOLEN ITEM	Antidote x1 [White Cape x1]
RARE STEAL	Poi. Fang x2 [White Cape x1]
BRIBE ITEM	Poison Fang x8 [Twist Headband x1]
RARE BRIBE	Poison Fang x8 [Twist Headband x1]

ASSAULT MACHINA



MACHINA

CHAPTERS	5

WHERE FOUND: New Cave/Bevelle Palace Floors 61-64

LEV	39	HP	4477	MP	0
EXP	600	AP	1		
GIL DROP	180	GIL STEAL	300		
STR	28	DEF	0	AGL	103
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	Absorb	None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom, M.D.

DEF EFF: Ejt. (18)

DROP RATIO	32/255
ITEM DROP	Silence Grenade x1
RARE DROP	Petrify Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	M-Bomb x1
RARE STEAL	M-Bomb x2
BRIBE ITEM	None
RARE BRIBE	None

AZI DAHAKA



SACRED BEAST

CHAPTERS	5

WHERE FOUND: Farplane/Bevelle Palace Floors 70-74 (only if defeated at Farplane)

LEV	72 [86]	HP	146200 [153510]	MP	869
EXP	4850 [5580]	AP	1 [2]		
GIL DROP	1300 [2000]	GIL STEAL	5000 [10000]		
STR	135 [146]	DEF	196	AGL	148 [15
EVA	0	ACC	8 [10]	LUCK	0
MAG	190	MAG DEF	140		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	Invalid	None

IMM: All *but* Ejt.

DEF EFF: Ejt. (200), Zan. (100 [110])

DROP RATIO	255/255
ITEM DROP	Ether x1 [Turbo Ether x3]
RARE DROP	Talisman x1 [Turbo Ether x4]
STEAL RATIO	128/255
STOLEN ITEM	X-Potion x1 [Talisman x1]
RARE STEAL	X-Potion x1 [Talisman x1]
BRIBE ITEM	None
RARE BRIBE	None

BAHAMUT



NONE

CHAPTERS	2

WHERE FOUND: Bevelle

LEV	20	HP	8400	MP	9999
EXP	1300	AP	15		
GIL DROP	1000	GIL STEAL	2200		
STR	71	DEF	86	AGL	86
EVA	0	ACC	3	LUCK	0
MAG	160	MAG DEF	10		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.

DEF EFF: Zan. (100)

DROP RATIO	255/255
ITEM DROP	Gris-Gris Bag x1
RARE DROP	Gris-Gris Bag x1
STEAL RATIO	128/255
STOLEN ITEM	Mute Shock x1
RARE STEAL	Mute Shock x1
BRIBE ITEM	None
RARE BRIBE	None

BANDIT



NONE

CHAPTERS	1	2	3	4

WHERE FOUND: Mushroom Rock

LEV	9	HP	132	MP	22
EXP	28	AP	1		
GIL DROP	30	GIL STEAL	140		
STR	28	DEF	6	AGL	48
EVA	0	ACC	3	LUCK	0
MAG	10	MAG DEF	2		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	None	None

IMM: Cur.

DEF EFF: None

DROP RATIO	64/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x2
BRIBE ITEM	Grenade x3
RARE BRIBE	Grenade x4

BARALAI



NONE

CHAPTERS	2

WHERE FOUND: Bevelle

LEV	24	HP	3380	MP	540
EXP	1000	AP	10		
GIL DROP	1300	GIL STEAL	2000		
STR	71	DEF	54	AGL	135
EVA	33	ACC	4	LUCK	0
MAG	42	MAG DEF	4		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.

DEF EFF: Zan. (100)

DROP RATIO	255/255
ITEM DROP	Pearl Necklace x1
RARE DROP	Pearl Necklace x1
STEAL RATIO	255/255
STOLEN ITEM	Charm Bangle x1
RARE STEAL	Charm Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

BARALAI



NONE

CHAPTERS	5

WHERE FOUND: Mushroom Rock

LEV	52	HP	12220	MP	720
EXP	1200	AP	5		
GIL DROP	200	GIL STEAL	300		
STR	68	DEF	67	AGL	112
EVA	12	ACC	6	LUCK	0
MAG	67	MAG DEF	26		

Fire	Water	Thunder	Ice	Gravity	Holy
None	None	None	None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.

DEF EFF: Zan. (160)

DROP RATIO	255/255
ITEM DROP	Crystal Ball x1
RARE DROP	Crystal Ball x1
STEAL RATIO	128/255
STOLEN ITEM	Nature's Lore x1
RARE STEAL	Nature's Lore x1
BRIBE ITEM	None
RARE BRIBE	None

BARBUTA



HELM

CHAPTERS		2	3	4	5

WHERE FOUND	Besaid/Mi'ihen Highroad/Thunder Plains/Macalania/Others				
LEV	22 [26]	HP	562 [2144]	MP	13
EXP	42 [75]	AP	1 [2]		
GIL DROP	33 [72]	GIL STEAL	130 [270]		
STR	31	DEF	5	AGL	52[57]
EVA	0	ACC	1	LUCK	0
MAG	124 [127]	MAG DEF	5		

None	None	Weak
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (14[26]), Zan. (1[6])
DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x1 [Lunar Curtain x3]
RARE DROP	Light Curtain x2 [Wall Ring x1]
STEAL RATIO	255/255
STOLEN ITEM	Lunar Curtain x1 [Light Curtain x6]
RARE STEAL	Star Curtain x2 [Light Curtain x8]
BRIBE ITEM	Lunar Curtain x12 [Star Bracer x1]
RARE BRIBE	Lunar Curtain x15 [Star Bracer x1]

BARIIVARUHA



RUMINANT

CHAPTERS			3	4	5

WHERE FOUND	Thunder Plains/Calm Lands/Mt. Gagazet/Others				
LEV	28 [34]	HP	3688 [8758]	MP	0
EXP	460 [710]	AP	1 [2]		
GIL DROP	230 [320]	GIL STEAL	520 [1250]		
STR	47 [48]	DEF	36	AGL	78 [90]
EVA	0	ACC	8 [10]	LUCK	0
MAG	61 [72]	MAG DEF	2		

Absorb	None	None
None	None	None

IMM	Poi., [Con.], Cur., Doom
DEF EFF	Ejt. (22 [32]), Zan. (6 [7])
DROP RATIO	64/255 [255/255]
ITEM DROP	Fire Gem x1 [Fiery Gleam x1]
RARE DROP	Fiery Gleam x1
STEAL RATIO	255/255
STOLEN ITEM	Hi–Potion x2 [Crimson Ring x1]
RARE STEAL	Fire Gem x2 [Crimson Ring x1]
BRIBE ITEM	NulBlaze Ring x1 [Crystal Bangle x1]
RARE BRIBE	Crimson Ring x1 [Crimson Bangle x1]

BARONG



BLADE

CHAPTERS			3		5

WHERE FOUND	Bevelle, Bevelle Tower Floors 47-49				
LEV	33 [41]	HP	2733 [6833]	MP	0
EXP	270 [260]	AP	1 [2]		
GIL DROP	138 [240]	GIL STEAL	430 [830]		
STR	43 [48]	DEF	0	AGL	95 [114]
EVA	24 [38]	ACC	3 [4]	LUCK	0
MAG	8	MAG DEF	4		

Weak	None	None
None	Invalid	None

IMM	Slp., Sil., Poi., [Con.], [Ber.], Cur., Slw., A.B., M.B., Doom, M.D.
DEF EFF	Drk. (40 [0]), Ejt. (24 [30]), Zan. (5 [8])
DROP RATIO	64/255 [255/255]
ITEM DROP	Antidote x1 [Angel Earrings x1]
RARE DROP	Angel Earrings x1
STEAL RATIO	255/255 [64/255]
STOLEN ITEM	Phoenix Down x1 [Mortal Shock x1]
RARE STEAL	Phoenix Down x2 [Mortal Shock x1]
BRIBE ITEM	Angle Earrings x1 [Elixir x5]
RARE BRIBE	Angle Earrings x2 [Elixir x6]

BASCINET



HELM

CHAPTERS			3		5

WHERE FOUND	Guadosalam/Mt. Gagazet/Bevelle Tower Floors 41-43				
LEV	33 [41]	HP	1342 [3355]	MP	27
EXP	210 [270]	AP	1 [2]		
GIL DROP	110 [188]	GIL STEAL	260 [483]		
STR	44	DEF	7	AGL	67 [80]
EVA	0	ACC	1	LUCK	0
MAG	128 [134]	MAG DEF	8		

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (16[30]), Zan. (1[6])
DROP RATIO	128/255
ITEM DROP	Hi-Potion [Star Curtain (x4)]
RARE DROP	Hi–Potion (x2) [Star Curtain (x5)]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion [Star Curtain (x2)]
RARE STEAL	Hi–Potion (x2) [Star Curtain (x3)]
BRIBE ITEM	Wall Ring [Moon Bangle]
RARE BRIBE	Wall Ring [Moon Bangle]

BATTLESNAKE



BANDOLEER

CHAPTERS		2			5

WHERE FOUND	Guadosalam/Bevelle Palace Floors 13-15				
LEV	20	HP	252	MP	0
EXP	12	AP	1		
GIL DROP	40	GIL STEAL	80		
STR	32	DEF	0	AGL	74
EVA	0	ACC	1	LUCK	0
MAG	2	MAG DEF	0		

None	None	None
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Cur., Doom
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	None
RARE BRIBE	None

BEHEMOTH



BEHEMOTH

CHAPTERS	1	2			5

WHERE FOUND	Zanarkand Ruins/Bevelle Tower Floors 7-9				
LEV	28 [34]	HP	1420 [1491]	MP	280
EXP	102 [180]	AP	1 [2]		
GIL DROP	80 [152]	GIL STEAL	340 [780]		
STR	48	DEF	85	AGL	68 [88]
EVA	0	ACC	6 [8]	LUCK	0
MAG	4	MAG DEF	2		

None	None	Absorb
None	Invalid	None

IMM	All *but* Pet., Ejt. Slw., P.B., M.B., A.B., L.C., E.C., A.C.
DEF EFF	Pet. (50), Ejt. (32 [40]), Zan. (30 [36])
DROP RATIO	32/255 [255/255]
ITEM DROP	Circlet x1 [Yellow Ring x1]
RARE DROP	Yellow Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Circlet x1]
RARE STEAL	Electro Marble x2 [Circlet x1] [Short Circuit x1]
BRIBE ITEM	Hypno Crown x1 [Ochre Ring x1]
RARE BRIBE	Hypno Crown x1 [Ochre Ring x1]

BICOCETTE



HELM

CHAPTERS	1	2	3		5

WHERE FOUND	Thunder Plains, Mt. Gagazet/ Bevelle Tower Floors 10-12				
LEV	8 [10]	HP	182 [738]	MP	10
EXP	44 [82]	AP	1 [2]		
GIL DROP	18 [34]	GIL STEAL	120 [224]		
STR	22 [23]	DEF	2	AGL	48 [53]
EVA	0	ACC	1	LUCK	0
MAG	123 [124]	MAG DEF	3		

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (13[24]), Zan. (1[5])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Light Curtain x2]
RARE DROP	Light Curtain x1 [Light Curtain x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Wall Ring x1]
RARE STEAL	Light Curtain x1 [Wall Ring x1]
BRIBE ITEM	Light Curtain x3 [Light Curtain x12]
RARE BRIBE	Light Curtain x6 [Light Curtain x16]

BIG BULLY CAP



FUNGUS

CHAPTERS					5

WHERE FOUND	Bikanel/Bevelle Tower Floors 50-59				
LEV	51 [52]	HP	4880 [5124]	MP	128
EXP	180 [372]	AP	1 [2]		
GIL DROP	48 [98]	GIL STEAL	180 [380]		
STR	5	DEF	38 [46]	AGL	38 [48]
EVA	0	ACC	1	LUCK	0
MAG	114	MAG DEF	82		

Weak	None	None
Absorb	Invalid	None

IMM	Pet., Slp., Sil., Drk., Poi., Con., Ber. ([0]), Cur., Stp., Doom ([0]), Del., P.I., M.D.
DEF EFF	Dth. (20), Ejt. (32 [52]), Zan. (15 [22])
DROP RATIO	128/255 [255/255]
ITEM DROP	Remedy x1 [Remedy x3]
RARE DROP	Remedy x1 [Remedy x5]
STEAL RATIO	128/255 [16/255]
STOLEN ITEM	Black Choker x1
RARE STEAL	Potpourri x1
BRIBE ITEM	Potpourri x1 [Potpourri x3]
RARE BRIBE	Potpourri x2 [Potpourri x4]

BLACK ELEMENTAL



ELEMENTAL

CHAPTERS	5				
WHERE FOUND	Bevelle Tower Floors 40, 81-99				
LEV	88 [99]	HP	9999 [10998]	MP	2380
EXP	770 [1200]	AP	1 [2]		
GIL DROP	380 [1200]	GIL STEAL	1000 [1800]		
STR	11	DEF	255	AGL	255
EVA	0	ACC	3 [4]	LUCK	0
MAG	250	MAG DEF	254		
Fire	None	Water	None	Thunder	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All *but* Ejt., P.B., A.B., L.C., E.C., A.C.				
DEF EFF	Ejt. (100 [110]), Zan. (30 [40])				

DROP RATIO	255/255
ITEM DROP	Mana Tonic x1 [Mana Tonic x2]
RARE DROP	Tetra Gloves x1 [Tetra Guard x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1
RARE STEAL	Rune Bracer x1 [Rune Bracer x2]
BRIBE ITEM	Arcane Lore x1
RARE BRIBE	Arcane Lore x1 [Arcane Lore x2]

BLACKGUARD



NONE

CHAPTERS	2 3 4 5				
WHERE FOUND	Dry Planes				
LEV	16	HP	760	MP	35
EXP	30	AP	1		
GIL DROP	42	GIL STEAL	85		
STR	42	DEF	10	AGL	58
EVA	0	ACC	0	LUCK	0
MAG	47	MAG DEF	2		
Fire	None	Water	None	Thunder	None
Ice	None	Gravity	None	Holy	None
IMM	Cur.				
DEF EFF	None				

DROP RATIO	64/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Mega Phoenix x1
RARE BRIBE	Mega Phoenix x2

BLUE ELEMENTAL



ELEMENTAL

CHAPTERS	2 3 4 5				
WHERE FOUND	Guadosalam/Thunder Planes/Calm Lands/Macalania/Various				
LEV	22 [23]	HP	363 [788]	MP	350
EXP	342 [620]	AP	1 [2]		
GIL DROP	180 [290]	GIL STEAL	520 [1000]		
STR	3	DEF	16 [18]	AGL	63 [69]
EVA	0	ACC	0	LUCK	0
MAG	206	MAG DEF	118		
Fire	Invalid	Water	Invalid	Thunder	Weak
Ice	Absorb	Gravity	None	Holy	None
IMM	Pet., Slp., Con., Ber., Cur., [M.B.]				
DEF EFF	Ejt. (6 [10]), Zan. (0 [3])				

DROP RATIO	128/255 [255/255]
ITEM DROP	Dragon Scale x1 [Water Gem x4]
RARE DROP	Water Gem x1 [Water Gem x5]
STEAL RATIO	255/255
STOLEN ITEM	Dragon Scale x1 [Watery Gleam x1]
RARE STEAL	Water Gem x1 [Watery Gleam x1]
BRIBE ITEM	Water Gem x6 [Gold Hairpin x1]
RARE BRIBE	Water Gem x8 [Gold Hairpin x1]

BOLT DRAKE



DRAKE

CHAPTERS	1 2 3 4 5				
WHERE FOUND	Thunder Planes/Bikanel/Mt. Gagazet/Various				
LEV	21 [25]	HP	623 [2492]	MP	42
EXP	152 [245]	AP	1 [2]		
GIL DROP	130 [183]	GIL STEAL	430 [760]		
STR	42 [46]	DEF	26	AGL	58 [64]
EVA	0	ACC	4 [5]	LUCK	0
MAG	72	MAG DEF	2		
Fire	None	Water	Weak	Thunder	Invalid
Ice	None	Gravity	None	Holy	None
IMM	Slp., [Con.], [Ber.], Cur., [P.B.]				
DEF EFF	Dth. (40), Pet. (30), Poi. (20), Ejt. (19 [25]), Zan. (5 [6])				

DROP RATIO	64/255 [255/255]
ITEM DROP	Hi-Potion x1 [NulShock Ring x1]
RARE DROP	NulShock Ring x1
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Lightning Marble x1 [Lightning Gem x2]
RARE STEAL	Yellow Ring x1 [Lightning Gem x3]
BRIBE ITEM	Lightning Gleam x1 [NulShock Ring x1]
RARE BRIBE	Lightning Gleam x1 [Ochre Ring x1]

BOMB



BOMB

CHAPTERS	1 5				
WHERE FOUND	Mt. Gagazet/Bevelle Tower Floors 4-6				
LEV	2 [3]	HP	140 [545]	MP	265
EXP	2 [8]	AP	1 [2]		
GIL DROP	30 [55]	GIL STEAL	110 [230]		
STR	15 [17]	DEF	12	AGL	48 [53]
EVA	0	ACC	1	LUCK	0
MAG	29	MAG DEF	2		
Fire	Absorb	Water	Weak	Thunder	None
Ice	Weak	Gravity	None	Holy	None
IMM	Slp., Con., Ber., Cur.				
DEF EFF	Ejt. (13 [18]), Zan. (2 [3])				

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Bomb Fragment x3]
RARE DROP	Phoenix Down x1 [Bomb Fragment x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Bomb Fragment x2]
RARE STEAL	Bomb Fragment x1 [Bomb Core x1]
BRIBE ITEM	Fire Gem x3 [Red Ring x1]
RARE BRIBE	Fire Gem x4 [Red Ring x2]

BORIS



ARACHNID

CHAPTERS	1 3 5				
WHERE FOUND	Mt. Gagazet/Bevelle Tower Floors 4-6				
LEV	8 [14]	HP	480 [804]	MP	0
EXP	26 [120]	AP	1 [2]		
GIL DROP	300 [3]	GIL STEAL	700 [1000]		
STR	16 [18]	DEF	2	AGL	95 [124]
EVA	0	ACC	3 [4]	LUCK	0
MAG	3	MAG DEF	1		
Fire	Weak	Water	Weak	Thunder	None
Ice	None	Gravity	None	Holy	None
IMM	Dth., Slp., Poi., Con., Ber., Cur., Stp., Doom				
DEF EFF	Ejt. (100 [110]), Zan. (45 [50])				

DROP RATIO	255/255
ITEM DROP	Star Pendant x1
RARE DROP	Star Pendant x1
STEAL RATIO	255/255 [128/255]
STOLEN ITEM	Remedy x1 [Kinesis Badge x1]
RARE STEAL	Remedy x2 [Kinesis Badge x1]
BRIBE ITEM	Antidote x30 [Star Pendant x1]
RARE BRIBE	Pretty Orb x1 [Star Pendant x1]

BULLY CAP



FUNGUS

CHAPTERS	1 2 5				
WHERE FOUND	Mighen Highroads/Mushroom Rock/Bikanel/Mt. Gagazet/Various				
LEV	8 [10]	HP	94 [376]	MP	83
EXP	26 [58]	AP	1 [2]		
GIL DROP	14 [32]	GIL STEAL	80 [160]		
STR	1	DEF	16	AGL	42 [46]
EVA	0	ACC	0	LUCK	0
MAG	2	MAG DEF	40		
Fire	Weak	Water	None	Thunder	None
Ice	Half	Gravity	None	Holy	None
IMM	Sil., Drk., [Con.], Ber.([0]), Cur.				
DEF EFF	Dth. (10), Pet. (10), Ejt. (4 [10])				

DROP RATIO	128/255 [255/255]
ITEM DROP	Eye Drops x1 [Eye Drops x3]
RARE DROP	Eye Drops x2 [Eye Drops x4]
STEAL RATIO	255/255
STOLEN ITEM	Eye Drops x1 [Eye Drops x2]
RARE STEAL	Eye Drops x1 [Eye Drops x3]
BRIBE ITEM	Eye Drops x10 [Remedy x2]
RARE BRIBE	Remedy x1 [Remedy x2]

CACTUAR



CACTUAR

CHAPTERS	5				
WHERE FOUND	Bikanel/Bevelle Palace Floors 47-59				
LEV	28 [34]	HP	2002 [7777]	MP	120 [777]
EXP	0	AP	2 [3]		
GIL DROP	0	GIL STEAL	None		
STR	52	DEF	96	AGL	101 [165]
EVA	86 [108]	ACC	12 [15]	LUCK	0
MAG	122	MAG DEF	255		
Fire	None	Water	None	Thunder	None
Ice	Weak	Gravity	Invalid	Holy	None
IMM	Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., M.D.				
DEF EFF	Dth. (100), Ejt. (100), Zan. (255)				

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

CANIS MAJOR



LUPINE

CHAPTERS	3	5

WHERE FOUND Bikanel, Bevelle Tower Floors 36-39

LEV	24 [29]	HP	943 [2458]	MP	8
EXP	158 [270]	AP	1 [2]		
GIL DROP	67 [93]	GIL STEAL	228 [380]		
STR	36 [37]	DEF	9	AGL	103 [124]
EVA	21 [26]	ACC	3 [4]	LUCK	0
MAG	3 [5]	MAG DEF	2		

Fire	Water	Lightning
None	None	None
Ice	**Gravity**	**Holy**
None	None	None

IMM Drk., [Con.], [Ber.], Cur.

DEF EFF Ejt. (11 [24]), Zan. (1 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi Potion x1 [Hi Potion x4]
RARE DROP	Hi Potion x2 [Hi Potion x6]
STEAL RATIO	255/255
STOLEN ITEM	Hi Potion x1 [Hi Potion x4]
RARE STEAL	Hi Potion x2 [Hi Potion x5]
BRIBE ITEM	Hi Potion x8 [Haste Ring x1]
RARE BRIBE	Hi Potion x10 [Haste Ring x1]

CEPHALOTUS



PLANT

CHAPTERS	3	5

WHERE FOUND Besaid/Mi'ihen Highroad/Bevelle Tower Floors 30-32

LEV	23 [25]	HP	1830 [6075]	MP	0
EXP	213 [347]	AP	1 [2]		
GIL DROP	62 [111]	GIL STEAL	220 [450]		
STR	44 [57]	DEF	0	AGL	71 [76]
EVA	0	ACC	1	LUCK	0
MAG	82 [97]	MAG DEF	4		

Fire	Water	Lightning
Weak	None	None
Ice	**Gravity**	**Holy**
Half	Invalid	None

IMM Dth., Drk., Poi., Con., Ber., Cur., M.D.

DEF EFF Pet. (50), Ejt. (24 [30]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Echo Screen x2 [Remedy x3]
RARE DROP	Remedy x1 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x2 [Remedy x6]
RARE STEAL	Remedy x1 [Remedy x8]
BRIBE ITEM	White Cape x2 [Remedy x80]
RARE BRIBE	White Cape x3 [Remedy x99]

CHAC



BASILISK

CHAPTERS	5

WHERE FOUND Bevelle Tower Floors 80-84

LEV	98 [99]	HP	437850 [459743]	MP	820
EXP	2200 [950]	AP	1 [2]		
GIL DROP	750 [2200]	GIL STEAL	3300 [5300]		
STR	254	DEF	88	AGL	164 [213]
EVA	0	ACC	14 [18]	LUCK	0
MAG	152	MAG DEF	166		

Fire	Water	Lightning
None	Weak	Absorb
Ice	**Gravity**	**Holy**
None	Invalid	None

IMM All *but* Ejt., Delay, P.I.

DEF EFF Ejt. (90 [120]), Zan. (90 [120])

DROP RATIO	255/255
ITEM DROP	Shining Gem x1 [Shining Gem x2]
RARE DROP	Pixie Dust x1 [Crystal Ball x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1
RARE STEAL	Ether x2
BRIBE ITEM	Supreme Gem x3 [Supreme Gem x10]
RARE BRIBE	Supreme Gem x6 [Supreme Gem x12]

CHOCOBO



NONE

CHAPTERS	1	2

WHERE FOUND Besaid/Kilika Island/Djose Highlands/Dry Planes/Thunder Planes/Various

LEV	5	HP	368	MP	0
EXP	0	AP	0		
GIL DROP	0	GIL STEAL	None		
STR	32	DEF	24	AGL	53
EVA	0	ACC	12	LUCK	0
MAG	9	MAG DEF	9		

Fire	Water	Lightning
None	None	None
Ice	**Gravity**	**Holy**
None	Invalid	None

IMM Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.

DEF EFF Ejt. (100), Zan. (30)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	Chocobo Feather x1
RARE BRIBE	Chocobo Wing x1

CHOCOBO



NONE

CHAPTERS	3	4	5

WHERE FOUND Besaid/Kilika Island/Djose Highlands/Dry Planes/Thunder Planes/Various

LEV	34	HP	3890	MP	0
EXP	0	AP	0		
GIL DROP	0	GIL STEAL	0		
STR	38	DEF	52	AGL	72
EVA	33	ACC	28	LUCK	0
MAG	11	MAG DEF	11		

Fire	Water	Lightning
None	None	None
Ice	**Gravity**	**Holy**
None	Invalid	None

IMM All *but* Drk., Con., Ejt.

DEF EFF Con. (120), Ejt. (100), Zan. (30)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	Chocobo Feather x12
RARE BRIBE	Chocobo Wing x4

CHOCOBO EATER



EATER

CHAPTERS	2	5

WHERE FOUND Mi'ihen Highroad/Bevelle Palace Floors 16-19 (only if defeated at Mi'ihen Highroad)

LEV	11 [16]	HP	2350 [2993]	MP	230
EXP	350 [680]	AP	1 [2]		
GIL DROP	500 [700]	GIL STEAL	2000 [3000]		
STR	92 [101]	DEF	27	AGL	72 [94]
EVA	0	ACC	8 [10]	LUCK	0
MAG	4	MAG DEF	4		

Fire	Water	Lightning
Weak	None	None
Ice	**Gravity**	**Holy**
None	Invalid	None

IMM Dth., Pet., Slp., Drk., Poi., Con., Ber., Cur., Stp., P.B., Doom, Del., P.I., M.D.

DEF EFF Ejt. (100 [110]), Zan. (60)

DROP RATIO	255/255
ITEM DROP	Wall Ring x1 [X-Potion x3]
RARE DROP	Wall Ring x1 [X-Potion x5]
STEAL RATIO	128/255
STOLEN ITEM	X-Potion x1 [Shining Bracer x1]
RARE STEAL	X-Potion x2 [Shining Bracer x2]
BRIBE ITEM	None
RARE BRIBE	None

CINDY



NONE

CHAPTERS	5

WHERE FOUND Farplane

LEV	46	HP	12240	MP	9999
EXP	3000	AP	8		
GIL DROP	1000	GIL STEAL	3000		
STR	38	DEF	9	AGL	72
EVA	4	ACC	4	LUCK	0
MAG	172	MAG DEF	133		

Fire	Water	Lightning
None	None	None
Ice	**Gravity**	**Holy**
None	Invalid	None

IMM All

DEF EFF Zan. (150)

DROP RATIO	255/255
ITEM DROP	Faerie Earrings x1
RARE DROP	Pixie Dust x1
STEAL RATIO	128/255
STOLEN ITEM	White CAPe x1
RARE STEAL	White CAPe x1
BRIBE ITEM	None
RARE BRIBE	None

CLARET DRAGON



DRAGON

CHAPTERS	5

WHERE FOUND Farplane/Bevelle Tower Floors 61-64

LEV	45 [52]	HP	17320 [18186]	MP	378
EXP	1280 [2213]	AP	1 [2]		
GIL DROP	780 [1300]	GIL STEAL	1830 [1020]		
STR	140 [158]	DEF	60 [71]	AGL	107 [139]
EVA	0	ACC	4 [5]	LUCK	0
MAG	103 [133]	MAG DEF	94		

Fire	Water	Lightning
Absorb	Absorb	Absorb
Ice	**Gravity**	**Holy**
Absorb	Absorb	Absorb

IMM All *but* Doom

DEF EFF Ejt. (50 [60]), Zan. (15 [25])

DROP RATIO	255/255
ITEM DROP	Hi Potion x2 [Sublimator x1]
RARE DROP	Hi-Potion x3 [Sublimator x1]
STEAL RATIO	128/255
STOLEN ITEM	Hi-Potion x1 [Ether x2]
RARE STEAL	Ether x1 [Ether x3]
BRIBE ITEM	Sublimator x2 [Black Tome x1]
RARE BRIBE	Sublimator x3 [Black Tome x2]

COEURL



COEURL

CHAPTERS	1, 2, 5				
WHERE FOUND	Besaid/Calm Lands/Bevelle Tower Floors 7-9				
LEV	12 [15]	HP	320 [1380]	MP	310
EXP	24 [60]	AP	1 [2]		
GIL DROP	30 [80]	GIL STEAL	240 [520]		
STR	19	DEF	32	AGL	72 [79]
EVA	0	ACC	8 [10]	LUCK	0
MAG	10	MAG DEF	45		
None	None	None			
None	Invalid	None			
IMM	Pet., Slp., Ber., Cur., [M.B.], M.B., P.I., M.D.				
DEF EFF	Dth. (50), Sil. (30 [0]), Drk. (100), Poi. (30), Con. (10 [Imm.), Ejt. (18 [20]), Zan. (12 [18])				
DROP RATIO	182 [255]				
ITEM DROP	Potion x2 [Hi-Potion x3]				
RARE DROP	Potion x4 [Hi-Potion x4]				
STEAL RATIO	255/255				
STOLEN ITEM	Phoenix Down x1 [Phoenix Down x3]				
RARE STEAL	Phoenix Down x2 [Phoenix Down x4]				
BRIBE ITEM	Farplane Shadow x8 [Angel Earrings x1]				
RARE BRIBE	Farplane Shadow x10 [Angel Earrings x2]				

CONCHERER



HERMIT

CHAPTERS	5				
WHERE FOUND	Bevelle Tower Floors 60, 81-99				
LEV	96 [99]	HP	343280 [360444]	MP	170
EXP	6000 [9000]	AP	1 [2]		
GIL DROP	1200 [3000]	GIL STEAL	3000 [6300]		
STR	152	DEF	163	AGL	155 [202]
EVA	0	ACC	8 [10]	LUCK	0
MAG	122	MAG DEF	122		
None	None	None			
None	Invalid	None			
IMM	All				
DEF EFF	Zan. (200 [220])				
DROP RATIO	255/255				
ITEM DROP	Blessed Gem x1 [Crystal Gloves x1]				
RARE DROP	Crystal Gloves x1 [Crystal Gloves x1]				
STEAL RATIO	64/255 [32/255]				
STOLEN ITEM	Ether x1				
RARE STEAL	Ether x2				
BRIBE ITEM	White Lore x28 [Bushido Tome x30]				
RARE BRIBE	Bushido Tome x30 [Bushido Tome x40]				

COYOTE



LUPINE

CHAPTERS	1, 2, 5				
WHERE FOUND	Besaid/Mushroom Rock/Bevelle Tower 1-3				
LEV	2 [4]	HP	74 [296]	MP	0
EXP	3 [10]	AP	1 [2]		
GIL DROP	10 [30]	GIL STEAL	56 [110]		
STR	7 [12]	DEF	1	AGL	59 [67]
EVA	1 [2]	ACC	3 [4]	LUCK	0
MAG	1	MAG DEF	1		
None	None	None			
None	None	None			
IMM	[Con.], [Ber.], Cur.				
DEF EFF	Ejt. (10[18]), Zan. (1[5])				
DROP RATIO	128/255 [255/255]				
ITEM DROP	Potion x1 [Hi Potion x2]				
RARE DROP	Potion x2 [Hi Potion x3]				
STEAL RATIO	255/255				
STOLEN ITEM	Potion x1 [Potion x2]				
RARE STEAL	Phoenix Down x1 [Hi Potion x2]				
BRIBE ITEM	Phoenix Down x6 [Mega Phoenix x1]				
RARE BRIBE	Phoenix Down x7 [Mega Phoenix x1]				

CREEPER



VERMIN

CHAPTERS	5				
WHERE FOUND	Fiend Colony/Bevelle Palace Floors 59-69				
LEV	48 [51]	HP	1974 [7896]	MP	870
EXP	220 [280]	AP	1 [2]		
GIL DROP	80 [100]	GIL STEAL	300 [600]		
STR	18	DEF	25	AGL	112 [123]
EVA	28 [38]	ACC	1	LUCK	0
MAG	98	MAG DEF	95		
None	None	None			
Absorb	Invalid	None			
IMM	[Con.], [Ber.], Cur., M.D.				
DEF EFF	Ejt. (4 [5]), Zan. (2 [4])				
DROP RATIO	255/255				
ITEM DROP	S-Bomb x1 [S-Bomb x3]				
RARE DROP	S-Bomb x2 [S-Bomb x5]				
STEAL RATIO	255/255				
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x2]				
RARE STEAL	Phoenix Down x1 [Phoenix Down x2]				
BRIBE ITEM	S-Bomb x16 [S-Bomb x40]				
RARE BRIBE	S-Bomb x20 [S-Bomb x99]				

CRIMSON SHADOW



NONE

CHAPTERS	5				
WHERE FOUND	Mushroom Rock				
LEV	36	HP	2020	MP	114
EXP	340	AP	1		
GIL DROP	30	GIL STEAL	200		
STR	44	DEF	42	AGL	52
EVA	13	ACC	2	LUCK	0
MAG	62	MAG DEF	10		
None	None	None			
None	None	None			
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x1				
RARE DROP	Hi-Potion x2				
STEAL RATIO	128/255				
STOLEN ITEM	Phoenix Down x1				
RARE STEAL	Phoenix Down x2				
BRIBE ITEM	None				
RARE BRIBE	None				

CRITICAL BUG



VERMIN

CHAPTERS	5				
WHERE FOUND	Bevelle Palace Floors 85-99				
LEV	78 [94]	HP	57234 [60096]	MP	908
EXP	1400 [2800]	AP	1 [2]		
GIL DROP	1000 [2700]	GIL STEAL	2600 [4300]		
STR	222	DEF	255	AGL	244 [255]
EVA	10 [13]	ACC	33 [41]	LUCK	0
MAG	102	MAG DEF	102		
None	Invalid [Absorb]	None			
Invalid [Absorb]	Invalid	None			
IMM	Slp., [Con.], [Ber.], Cur., Ejt., Slw. ([0]), Stp. ([0]), Del., P.I., M.D.				
DEF EFF	Zan. (85 [90])				
DROP RATIO	255/255				
ITEM DROP	Stamina Spring x2 [Electrocutioner x1]				
RARE DROP	Cerulean Ring x1 [Sublimator x1]				
STEAL RATIO	64/255 [32/255]				
STOLEN ITEM	Ether x1 [Elixir x1]				
RARE STEAL	Ether x2 [Elixir x2]				
BRIBE ITEM	Tetra Bracelet x1 [Black Tome x2]				
RARE BRIBE	Black Tome x2 [Black Tome x3]				

DAEVA



SPELL SPINNER

CHAPTERS	3, 5				
WHERE FOUND	Kilika Island/Calm Lands/Bevelle Palace Floors 21-23				
LEV	33	HP	3230	MP	4480
EXP	60	AP	1		
GIL DROP	90	GIL STEAL	550		
STR	27	DEF	21	AGL	102
EVA	0	ACC	2	LUCK	0
MAG	4	MAG DEF	8		
None	None	None			
None	Invalid	Weak			
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom, M.D.				
DEF EFF	Ejt. (32), Zan. (12)				
DROP RATIO	128/255				
ITEM DROP	Phoenix Down x1				
RARE DROP	Phoenix Down x2				
STEAL RATIO	255/255				
STOLEN ITEM	Farplane Shadow x1				
RARE STEAL	Farplane Shadow x2				
BRIBE ITEM	Safety Bit x1				
RARE BRIBE	Safety Bit x1				

DARK ELEMENTAL



ELEMENTAL

CHAPTERS	5				
WHERE FOUND	Farplane, Bevelle Tower Floors 61-64				
LEV	28 [34]	HP	433 [983]	MP	1028
EXP	670 [852]	AP	1 [2]		
GIL DROP	410 [800]	GIL STEAL	880 [1600]		
STR	8	DEF	18 [20]	AGL	64 [94]
EVA	0	ACC	0	LUCK	0
MAG	225	MAG DEF	123[133]		
Invalid	Invalid	Invalid			
Invalid	None	None			
IMM	Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw., Stp. ([0]), [M.B.]				
DEF EFF	Dth. (80), Ejt. (6 [10]), Zan. (0 [3])				
DROP RATIO	255/255				
ITEM DROP	Water Gem x2 [Mystery Veil x1]				
RARE DROP	Fire Gem x2 [Mystery Veil x1]				
STEAL RATIO	128/255				
STOLEN ITEM	Ice Gem x2 [Ice Gem x3]				
RARE STEAL	Lightning Gem x3 [Lightning Gem x4]				
BRIBE ITEM	Turbo Ether x1 [Turbo Ether x2]				
RARE BRIBE	Crystal Ball x2 [Crystal Ball x3]				

DEATH DAUBER



WASP

CHAPTERS	1, 2, 5
WHERE FOUND	Kilika Island/Djose Temple/Bikanel/Calm Lands/Others

LEV	5 [6]	HP	78 [312]	MP	1
EXP	18 [32]	AP	1 [2]		
GIL DROP	12 [18]	GIL STEAL	70 [130]		
STR	18	DEF	1	AGL	133 [146]
EVA	21 [26]	ACC	12 [15]	LUCK	0
MAG	2	MAG DEF	1		

Weak	Weak	None
None	None	None

IMM: [Con.], [Ber.], Cur., [P.B.]

DEF EFF: Ejt. (6 [8]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Phoenix Down x2]
RARE DROP	Potion x2 [Phoenix Down x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Phoenix Down x2]
RARE STEAL	Phoenix Down x1 [Phoenix Down x3]
BRIBE ITEM	Remedy x2
RARE BRIBE	Silver Glasses x1 [Remedy x2]

DEEP HAIZHE



HAIZHE

CHAPTERS	1, 2, 3, 5
WHERE FOUND	Macalania/Bevelle Tower Floors 24-26

LEV	20 [24]	HP	1030 [4119]	MP	122
EXP	133 [188]	AP	1 [2]		
GIL DROP	40 [83]	GIL STEAL	152 [300]		
STR	18	DEF	26	AGL	56 [62]
EVA	0	ACC	3 [4]	LUCK	0
MAG	72	MAG DEF	22		

None	None	Weak
None	Weak	None

IMM: Pet., Slp., Sil., Con., [Ber.], Cur., M.B., M.B.

DEF EFF: Poi. (10 [0]), Ejt. (22 [30]), Zan. (3 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Dragonfly Orb x1]
RARE DROP	Hi-Potion x1 [Dragonfly Orb x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Gold Anklet x1 [Gold Hourglass x1]
RARE STEAL	Dragonfly Orb x1 [Gold Hourglass x1]
BRIBE ITEM	Dragonfly Orb x1 [Kinesis Badge x1]
RARE BRIBE	Dragonfly Orb x1 [Kinesis Badge x2]

DETONATOR



BOMB

CHAPTERS	3, 5
WHERE FOUND	Bevelle/Bevelle Tower Floors 24-26

LEV	24 [29]	HP	1860 [7220]	MP	423
EXP	132 [220]	AP	1 [2]		
GIL DROP	98 [190]	GIL STEAL	330 [650]		
STR	31	DEF	21	AGL	58 [64]
EVA	0	ACC	1	LUCK	0
MAG	52	MAG DEF	3		

Absorb	Weak	None
None	Invalid	None

IMM: Slp., Sil., Con., Ber., Cur., Del., M.D.

DEF EFF: Dth. (50), Pet. (70), Ejt. (13 [18]), Zan. (2 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Bomb Core x1 [Candle of Life x4]
RARE DROP	Fire Gem x1 [Candle of Life x6]
STEAL RATIO	255/255
STOLEN ITEM	Bomb Core x1 [Fire Gem x2]
RARE STEAL	Candle of Life x1 [Fire Gem x2]
BRIBE ITEM	Candle of Life x80 [Soul of Thamasa x1]
RARE BRIBE	Candle of Life x99 [Soul of Thamasa x1]

DINICTUS



DINOFISH

CHAPTERS	3, 5
WHERE FOUND	Macalania/Ruin Depths/Bevelle Tower Floors 41-43

LEV	24 [32]	HP	1873 [7792]	MP	0
EXP	187 [370]	AP	1 [2]		
GIL DROP	88 [140]	GIL STEAL	280 [590]		
STR	78 [84]	DEF	22	AGL	68 [78]
EVA	0	ACC	5 [6]	LUCK	0
MAG	114	MAG DEF	0		

None	None	Weak
Invalid	Weak	None

IMM: Pet., Slp., [Con.], [Ber.], Cur.

DEF EFF: Drk. (80 [0]), Poi. (10 [0]), Ejt. (14 [18]), Zan. (3 [5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Water Gem x1 [Water Gem x3]
RARE DROP	Water Gem x2 [Water Gem x4]
STEAL RATIO	128/255
STOLEN ITEM	Water Gem x1 [Short Circuit x1]
RARE STEAL	Water Gem x2 [Short Circuit x1]
BRIBE ITEM	Blue Ring x1 [Short Circuit x1]
RARE BRIBE	Cerulean Ring x1 [Short Circuit x2]

DIVEBEAK



BIRD

CHAPTERS	1, 2, 5
WHERE FOUND	Mi'ihen Highroad/Calm Lands/Gagazet Island/Others

LEV	1 [5]	HP	10 [72]	MP	2
EXP	2 [8]	AP	1 [2]		
GIL DROP	12 [28]	GIL STEAL	60 [180]		
STR	4 [7]	DEF	1	AGL	82 [110]
EVA	33 [41]	ACC	16 [20]	LUCK	0
MAG	1	MAG DEF	2		

None	None	None
None	None	None

IMM: [Con.], [Ber.], Cur.

DEF EFF: Ejt. (8 [12]), Zan. (0 [3])

DROP RATIO	96/255 [255/255]
ITEM DROP	Antidote x1 [Ether x2]
RARE DROP	Antidote x2 [Ether x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Ether x1]
RARE STEAL	Ether x1 [Ether x2]
BRIBE ITEM	Antidote x1 [Ether x1]
RARE BRIBE	Ether x1

DOLMEN



DOOMSTONE

CHAPTERS	5
WHERE FOUND	Besaid/Kilika Island/Mushroom Rock/Djose Highland/Farplane/Various

LEV	32	HP	5320	MP	9999
EXP	1130	AP	1		
GIL DROP	320	GIL STEAL	680		
STR	37	DEF	40	AGL	79
EVA	0	ACC	3	LUCK	0
MAG	68	MAG DEF	1		

Half	Half	Half
Weak	Invalid	Weak

IMM: Dth., Pet., Slp., Sil., Drk., Poi., Con., Cur., Slw., Stp., Doom, M.D.

DEF EFF: Ejt. (34), Zan. (14)

DROP RATIO	128/255
ITEM DROP	Hi-Potion x2
RARE DROP	Gris-Gris Bag
STEAL RATIO	255/255
STOLEN ITEM	Remedy x2
RARE STEAL	Remedy x3
BRIBE ITEM	Gris-Gris-Bag x2
RARE BRIBE	Black Lore x1

DR. GOON



NONE

CHAPTERS	2
WHERE FOUND	Djose Highlands/Guadosalam/Mt. Gagazet

LEV	14	HP	232	MP	41
EXP	10	AP	1		
GIL DROP	50	GIL STEAL	160		
STR	35	DEF	10	AGL	56
EVA	0	ACC	3	LUCK	0
MAG	6	MAG DEF	6		

None	None	None
None	None	None

IMM: Cur.

DEF EFF: None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Grenade x1
BRIBE ITEM	S-Bomb x4
RARE BRIBE	M-Bomb x4

DROWSY OCHU



OCHU

CHAPTERS	2, 5
WHERE FOUND	Mushroom Rock/Bevelle Tower Floors 27-29

LEV	18 [26]	HP	2484 [2608]	MP	103
EXP	280 [480]	AP	1 [2]		
GIL DROP	180 [310]	GIL STEAL	700 [1120]		
STR	36 [42]	DEF	38	AGL	42 [55]
EVA	0	ACC	1	LUCK	0
MAG	17	MAG DEF	13		

Weak	None	None
Half	Invalid	None

IMM: Dth., Pet., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.

DEF EFF: Ejt. (32 [34]), Zan. (5 [10])

DROP RATIO	255/255
ITEM DROP	Remedy x2 [Remedy x4]
RARE DROP	Remedy x3 [Remedy x6]
STEAL RATIO	128/255 [64/255]
STOLEN ITEM	Remedy x1 [Beaded Brooch x1]
RARE STEAL	Remedy x2 [Beaded Brooch x1]
BRIBE ITEM	None
RARE BRIBE	None

EARTH WORM



WORM

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Tower Floors 65-69

LEV	36 [44]	HP	36233 [52545]	MP	95
EXP	2230 [3135]	AP	1 [2]		
GIL DROP	6000	GIL STEAL	1200 [2600]		
STR	122 [142]	DEF	37 [40]	AGL	72 [101]
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		

Fire	None	Water	None	Lightning	None
Ice	Weak	Gravity	Invalid	Holy	None

IMM	All *but* Ejt., P.B., M.B., A.B., L.C., E.C., A.C.
DEF EFF	Poi. (50), Ejt. (200 [Immune]), Zan. (38 [80])
DROP RATIO	255/255
ITEM DROP	Mega Potion x1 [Mythril Bangle x1]
RARE DROP	Mega Potion x1 [Mythril Bangle x1]
STEAL RATIO	128/255
STOLEN ITEM	Mega Potion x1
RARE STEAL	Mega Potion x1
BRIBE ITEM	Last Elixir x5 [Crystal Bangle x8]
RARE BRIBE	Last Elixir x20 [Crystal Bangle x10]

ELDER DRAKE



DRAKE

CHAPTERS	5
WHERE FOUND	Bevelle

LEV	62 [74]	HP	38500 [42350]	MP	135
EXP	1300 [1800]	AP	1 [2]		
GIL DROP	550 [1600]	GIL STEAL	1400 [2400]		
STR	176 [90]	DEF	48	AGL	118 [142]
EVA	0	ACC	10 [13]	LUCK	0
MAG	133	MAG DEF	244		

Fire	Weak	Water	Weak	Lightning	Weak
Ice	Weak	Gravity	Absorb	Holy	None

IMM	All *but* Ejt., M.B., A.B., M.B., L.C., E.C., A.C.
DEF EFF	Ejt. (120 [160]), Zan. (28 [60])
DROP RATIO	255/255
ITEM DROP	Mega Potion x1 [Mega Potion x2]
RARE DROP	Mega Potion x2 [Mega Potion x4]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Turbo Ether x1
RARE STEAL	Turbo Ether x2
BRIBE ITEM	Mega Potion x99 [Arcane Tome x10]
RARE BRIBE	Arcane Tome x4 [Arcane Tome x12]

ELDER ZURVAN



IMP

CHAPTERS	5
WHERE FOUND	Bikanel/Bevelle Palace Floors 50-59

LEV	35	HP	7520	MP	210
EXP	440	AP	1		
GIL DROP	180	GIL STEAL	440		
STR	25	DEF	17	AGL	63
EVA	4	ACC	1	LUCK	0
MAG	16	MAG DEF	173		

Fire	None	Water	Invalid	Lightning	Invalid
Ice	Invalid	Gravity	Invalid	Holy	None

IMM	Sil., Con., Ber., Cur., Slw., Stp., M.B., Doom, Del., P.I., M.D.
DEF EFF	Dth. (100), Pet. (70), Slp. (60), Poi. (60), Ejt. (65), Zan. (24)
DROP RATIO	128/255
ITEM DROP	Holy Water x2
RARE DROP	Remedy x1
STEAL RATIO	128/255
STOLEN ITEM	Remedy x1
RARE STEAL	Remedy x1
BRIBE ITEM	Remedy x99
RARE BRIBE	Remedy x99

ELMA



NONE

CHAPTERS	2
WHERE FOUND	Mushroom Rock

LEV	22	HP	1640	MP	450
EXP	200	AP	2		
GIL DROP	230	GIL STEAL	800		
STR	29	DEF	77	AGL	73
EVA	31	ACC	12	LUCK	0
MAG	18	MAG DEF	48		

Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None

IMM	Dth., Pet., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Slp. (50), Zan. (10)
DROP RATIO	255/255
ITEM DROP	Wall Ring x1
RARE DROP	Wall Ring x1
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x3
RARE STEAL	Mega Phoenix x2
BRIBE ITEM	None
RARE BRIBE	None

ELMA



NONE

CHAPTERS	5
WHERE FOUND	Mushroom Rock

LEV	36	HP	4882	MP	870
EXP	1800	AP	2		
GIL DROP	500	GIL STEAL	6000		
STR	58	DEF	41	AGL	94
EVA	44	ACC	8	LUCK	0
MAG	56	MAG DEF	80		

Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (12)
DROP RATIO	255/255
ITEM DROP	Chocobo Feather x2
RARE DROP	Chocobo Feather x3
STEAL RATIO	255/255
STOLEN ITEM	Healing Spring x2
RARE STEAL	Healing Spring x3
BRIBE ITEM	None
RARE BRIBE	None

EPITAPH



DOOMSTONE

CHAPTERS	5
WHERE FOUND	Fiend Colony/Bevelle Palace Floors 75-79

LEV	43	HP	17433	MP	9999
EXP	1200	AP	1		
GIL DROP	330	GIL STEAL	500		
STR	56	DEF	122	AGL	134
EVA	0	ACC	2	LUCK	0
MAG	180	MAG DEF	18		

Fire	Invalid	Water	Invalid	Lightning	Invalid
Ice	Weak	Gravity	Invalid	Holy	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Ejt. (48), Zan. (44)
DROP RATIO	255/255
ITEM DROP	Remedy x2
RARE DROP	Remedy x3
STEAL RATIO	255/255
STOLEN ITEM	Remedy x1
RARE STEAL	Remedy x2
BRIBE ITEM	Faerie Earrings x4
RARE BRIBE	Faerie Earrings x5

EXPERIMENT



MACHINA

CHAPTERS	5
WHERE FOUND	Djose Highlands

LEV	50	HP	18324	MP	0
EXP	0	AP	40		
GIL DROP	0	GIL STEAL	5000		
STR	215	DEF	100	AGL	68
EVA	0	ACC	0	LUCK	0
MAG	205	MAG DEF	205		

Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None

IMM	All
DEF EFF	Zan. (180)
DROP RATIO	255/255
ITEM DROP	Elixir x1
RARE DROP	Elixir x1
STEAL RATIO	255/255
STOLEN ITEM	Turbo Ether x1
RARE STEAL	Turbo Ether x2
BRIBE ITEM	None
RARE BRIBE	None

FEM-GOON



NONE

CHAPTERS	2
WHERE FOUND	Djose Highlands/Guadosalam/Bikanel/Mt. Gagazet

LEV	16	HP	167	MP	172
EXP	10	AP	1		
GIL DROP	70	GIL STEAL	200		
STR	26	DEF	8	AGL	62
EVA	0	ACC	4	LUCK	0
MAG	5	MAG DEF	10		

Fire	None	Water	None	Lightning	None
Ice	None	Gravity	None	Holy	None

IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Potion x2
BRIBE ITEM	S-Bomb x4
RARE BRIBE	M-Bomb x4

FLAILING OCHU



OCHU

CHAPTERS			3		5

WHERE FOUND	Zanarkand Ruins/Bevelle Tower Floors 47-49

LEV	36 [43]	HP	9860 [24650]	MP	85
EXP	977 [1600]	AP	1 [2]		

GIL DROP	430	GIL STEAL	630 [1212]

STR	57 [63]	DEF	58	AGL	83 [100]
EVA	0	ACC	9 [11]	LUCK	0
MAG	58	MAG DEF	57		

Weak	None	None
Half	Invalid	None

IMM	All *but* Sil, Drk., Poi., Ejt., Slw., P.B., M.B., A.B.
DEF EFF	Sil. (80 [0]), Drk. (100 [0]), Poi. (254), Ejt. (30 [32]), Zan. (4 [7])

DROP RATIO	128/255 [255/255]
ITEM DROP	Remedy x1 [White Cape x1]
RARE DROP	Ether x1 [White Cape x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Remedy x1 [Mute Shock x1]
RARE STEAL	White Cape x1 [Mute Shock x1]
BRIBE ITEM	Beaded Brooch x1 [Faerie Earrings]
RARE BRIBE	Beaded Brooch x1 [Ribbon x1]

FLAK PYTHON



BANDOLEER

CHAPTERS	1				5

WHERE FOUND	Zanarkand Ruins/Bevelle Palace Floors 13-15

LEV	7	HP	152	MP	0
EXP	8	AP	1		

GIL DROP	10	GIL STEAL	80

STR	18	DEF	0	AGL	42
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		

None	None	None
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Cur., Doom
DEF EFF	None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x2
BRIBE ITEM	None
RARE BRIBE	None

FLAME DRAGON



DRAGON

CHAPTERS	1		3		5

WHERE FOUND	Besaid/Bevelle Tower Floors 7-9

LEV	16 [21]	HP	980 [1883]	MP	84
EXP	60 [180]	AP	1 [2]		

GIL DROP	300 [350]	GIL STEAL	800 [1600]

STR	37	DEF	48	AGL	78 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	38	MAG DEF	1		

Half	Weak	None
None	Invalid	None

IMM	All *but* Drk., Poi., Ejt., Slw., P.B., M.B., A.B., M.B., L.C., E.C., Doom.
DEF EFF	Drk. (50), Ejt. (40 [50]), Zan. (15 [25])

DROP RATIO	255/255
ITEM DROP	Red Ring x1
RARE DROP	Red Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x4]
RARE STEAL	Hi-Potion x2 [Hi-Potion x4]
BRIBE ITEM	Fire Gem x30 [NulBlaze Ring x1]
RARE BRIBE	Fire Gem x40 [Crimson Ring x1]

FLAN AMARILLO



FLAN

CHAPTERS		2			5

WHERE FOUND	Bevelle/Mt. Gagazet/Bevelle Tower Floors 10-12

LEV	18	HP	303 [1172]	MP	322
EXP	82 [152]	AP	1 [2]		

GIL DROP	42 [72]	GIL STEAL	130 [223]

STR	14	DEF	14 [17]	AGL	56 [62]
EVA	0	ACC	4 [5]	LUCK	0
MAG	110	MAG DEF	5		

Half	Half	Absorb
Weak	None	None

IMM	[Con.], Ber., Cur., [M.B.]
DEF EFF	Ejt. (12 [18]), Stp. (20), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Electro Marble x2 [Lightning Gem x2]
RARE DROP	Lightning Marble x1 [Lightning Gem x3]
STEAL RATIO	255/255
STOLEN ITEM	Electro Marble x2 [Lightning Gem x2]
RARE STEAL	Lightning Marble x1 [Lightning Gem x3]
BRIBE ITEM	Lightning Gem x3 [NulShock Ring x1]
RARE BRIBE	Lightning Gem x4 [NulShock Ring x1]

FLAN AZABACHE



FLAN

CHAPTERS					5

WHERE FOUND	Ruin Depths/Bevelle Tower Floors 65-69

LEV	47 [56]	HP	7730 [9667]	MP	999
EXP	380 [650]	AP	1 [2]		

GIL DROP	98 [230]	GIL STEAL	630 [1300]

STR	203	DEF	34	AGL	82 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	222	MAG DEF	222		

Invalid	Invalid	Invalid
Invalid	Absorb [None]	Invalid

IMM	Dth., Pet., Slp., Sil., Drk., Con., Ber., Cur., Slw. ([0]), Stp. ([0]), [M.B.], Doom, M.D. ([0])
DEF EFF	Poi. (100 [0]), Ejt. (44 [38]), Zan. (10 [20])

DROP RATIO	255/255
ITEM DROP	Ether x1 [Ether x3]
RARE DROP	Ether x2 [Ether x4]
STEAL RATIO	128/255
STOLEN ITEM	Ether x1
RARE STEAL	Ether x1
BRIBE ITEM	Ether x99 [Turbo Ether x60]
RARE BRIBE	Turbo Ether x40 [Turbo Ether x60]

FLAN AZUL



FLAN

CHAPTERS	1	2			5

WHERE FOUND	Besaid/Dry Plains/Macalania, Others

LEV	4 [7]	HP	55 [220]	MP	87
EXP	5 [24]	AP	1 [2]		

GIL DROP	20 [63]	GIL STEAL	104 [200]

STR	4	DEF	10 [14]	AGL	53 [58]
EVA	0	ACC	4 [5]	LUCK	0
MAG	98	MAG DEF	2		

Half	Half	Weak
Absorb	None	None

IMM	[Con.], [Ber.], Cur., [M.B.]
DEF EFF	Ejt. (12 [18]), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Fish Scale x2]
RARE DROP	Fish Scale x1 [Fish Scale x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Fish Scale x2]
RARE STEAL	Fish Scale x1 [Dragon Scale x2]
BRIBE ITEM	Fish Scale x2 [Water Gem x2]
RARE BRIBE	Fish Scale x3 [Water Gem x2]

FLAN PALIDO



FLAN

CHAPTERS	1	2			5

WHERE FOUND	Mi'ihen Highroad/Mt. Gagazet/ Bevelle Tower Floors 13-15

LEV	12 [15]	HP	188 [851]	MP	222
EXP	24 [73]	AP	1 [2]		

GIL DROP	30 [82]	GIL STEAL	160 [260]

STR	3	DEF	21 [23]	AGL	54 [59]
EVA	0	ACC	4 [5]	LUCK	0
MAG	102	MAG DEF	4		

Weak	Absorb	Half
Half	None	None

IMM	[Con.], Ber., Cur., [M.B.]
DEF EFF	Ejt. (12 [18]), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Antarctic Wind x1 [Antarctic Wind x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Hi-Potion x2]
RARE STEAL	Antarctic Wind x1 [Arctic Wind x3]
BRIBE ITEM	Antarctic Wind x8 [Ice Gem x6]
RARE BRIBE	Antarctic Wind x8 [Ice Gem x8]

FLAN ROJO



FLAN

CHAPTERS			3	4	5

WHERE FOUND	Mi'ihen Highroad/Thunder Plains/Calm Lands/Bevelle Tower Floors 36-39

LEV	28 [34]	HP	1220 [3050]	MP	674
EXP	320 [520]	AP	1 [2]		

GIL DROP	125 [520]	GIL STEAL	330 [600]

STR	11	DEF	1 [5]	AGL	56 [67]
EVA	0	ACC	4 [5]	LUCK	0
MAG	104	MAG DEF	10		

Absorb	Weak	Half
Half	Half	Half

IMM	[Con.], Ber., Cur., [M.B.]
DEF EFF	Ejt. (14 [22]), Stp. (40), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Bomb Core x1 [Fire Gem x3]
RARE DROP	Fire Gem x1 [Fire Gem x4]
STEAL RATIO	255/255
STOLEN ITEM	Bomb Core x1 [Red Ring x1]
RARE STEAL	Fire Gem x1 [Red Ring x1]
BRIBE ITEM	Fire Gem x12 [Crimson Ring x1]
RARE BRIBE	Fire Gem x14 [Crimson Ring x1]

FLY EYE



EVIL EYE

CHAPTERS	1, 2, 5
WHERE FOUND	Mi'ihen Highroad/Bikanel/Mt. Gagazet/Others
LEV	12 [14]
HP	258 [1032]
MP	52
EXP	24
AP	1 [2]
GIL DROP	20 [40]
GIL STEAL	120 [240]
STR	10
DEF	22
AGL	48 [53]
EVA	13 [16]
ACC	4 [5]
LUCK	0
MAG	2
MAG DEF	3

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (13 [21]), Zan. (1 [4])
DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Phoenix Down x3]
RARE DROP	Black Choker x1 [Phoenix Down x4]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Phoenix Down x3]
RARE STEAL	Phoenix Down x1 [Phoenix Down x4]
BRIBE ITEM	Remedy x1 [Phoenix Down x60]
RARE BRIBE	Remedy x2 [Phoenix Down x80]

GARIK RONSO



NONE

CHAPTERS	3
WHERE FOUND	Mt. Gagazet
LEV	33
HP	6880
MP	238
EXP	380
AP	3
GIL DROP	90
GIL STEAL	130
STR	43
DEF	56
AGL	102
EVA	0
ACC	2
LUCK	0
MAG	34
MAG DEF	3

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Drk. (20), Poi. (20), Zan. (20)
DROP RATIO	128/255
ITEM DROP	Shining Bracer x1
RARE DROP	Shining Bracer x1
STEAL RATIO	64/255
STOLEN ITEM	Icy Gleam x1
RARE STEAL	Icy Gleam x1
BRIBE ITEM	None
RARE BRIBE	None

GECKO



REPTILE

CHAPTERS	1, 2, 5
WHERE FOUND	Zanarkand Ruins, Bevelle Tower Floors 4-6
LEV	10 [11]
HP	228 [911]
MP	10
EXP	22 [48]
AP	1 [2]
GIL DROP	18 [33]
GIL STEAL	72 [138]
STR	42
DEF	3
AGL	77 [85]
EVA	7 [9]
ACC	8 [10]
LUCK	0
MAG	8 [10]
MAG DEF	3

None	Weak	None
None	None	None

IMM	Slp., [Con.], [Ber.], Cur.
DEF EFF	Ejt. (12 [28]), Zan. (1 [5])
DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Remedy x3]
RARE DROP	Antidote x2 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Antidote x1 [Remedy x3]
RARE STEAL	Antidote x2 [Remedy x4]
BRIBE ITEM	Antidote x30 [Remedy x4]
RARE BRIBE	Antidote x40 [Remedy x4]

GEMINI



IRON GIANT

CHAPTERS	3, 4, 5
WHERE FOUND	Besaid/Thunder Plains/Mt. Gagazet/Bevelle Tower Floors 21-23
LEV	28 [34]
HP	2044 [2046]
MP	0
EXP	275 [420]
AP	1 [2]
GIL DROP	153 [276]
GIL STEAL	530 [1130]
STR	87
DEF	0 [1]
AGL	79 [103]
EVA	0
ACC	1
LUCK	0
MAG	200
MAG DEF	120

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Drk. (100), Con. (80 [Immune]), Ber. (60 [Immune]), Ejt. (28 [40]), Zan. (8 [12])
DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x2 [Light Curtain x3]
RARE DROP	Wall Ring x1
STEAL RATIO	64/255 [255/255]
STOLEN ITEM	Lunar Curtain x2 [Lunar Curtain x8]
RARE STEAL	Wall Ring x1 [Lunar Curtain x10]
BRIBE ITEM	Wall Ring x1 [Shining Bracer x2]
RARE BRIBE	Wall Ring x1 [Shining Bracer x2]

GEORAPELLA



GEO

CHAPTERS	2, 3, 5
WHERE FOUND	Bevelle
LEV	17 [24]
HP	4420 [6641]
MP	9999
EXP	800 [1600]
AP	1 [2]
GIL DROP	1000 [1500]
GIL STEAL	1300 [3000]
STR	62
DEF	1 [12]
AGL	74 [96]
EVA	0
ACC	0
LUCK	0
MAG	38
MAG DEF	62

None	None	None
None	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., [P.B.], Doom
DEF EFF	Zan. (80)
DROP RATIO	255/255
ITEM DROP	NulTide Ring x1 [Water Gem x3]
RARE DROP	NulTide Ring x1 [Water Gem x4]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Water Gem x1 [Short Circuit x1]
RARE STEAL	Water Gem x2 [Short Circuit x1]
BRIBE ITEM	None
RARE BRIBE	None

GIGAS



OGRE

CHAPTERS	3, 4, 5
WHERE FOUND	Thunder Plains/Bikanel/Ruin Depths/Various
LEV	22 [26]
HP	2290 [9360]
MP	22
EXP	884 [1020]
AP	1 [2]
GIL DROP	180 [600]
GIL STEAL	440 [830]
STR	54
DEF	8
AGL	80 [88]
EVA	0
ACC	2 [3]
LUCK	0
MAG	18
MAG DEF	4

None	None	None
None	Weak	None

IMM	Slp., Drk., Con., Ber., Cur., Stp.
DEF EFF	Dth. (80), Pet. (25), Ejt. (14 [20]), Zan. (3 [4])
DROP RATIO	64/255 [255/255]
ITEM DROP	None [Muscle Belt x1]
RARE DROP	Muscle Belt x1
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Hi-Potion x1 [X-Potion x1]
RARE STEAL	Potpourri [X-Potion x2]
BRIBE ITEM	ChaMPion Belt x1 [Power Gloves x1]
RARE BRIBE	Champion Belt x1 [Kaiser Knuckles x1]

GIPPAL



NONE

CHAPTERS	5
WHERE FOUND	Mushroom Rock
LEV	56
HP	14800
MP	235
EXP	1200
AP	5
GIL DROP	5000
GIL STEAL	15000
STR	73
DEF	55
AGL	118
EVA	23
ACC	6
LUCK	0
MAG	68
MAG DEF	33

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (160)
DROP RATIO	255/255
ITEM DROP	Kaiser Knuckles x1
RARE DROP	Kaiser Knuckles x1
STEAL RATIO	128/255
STOLEN ITEM	White Lore x1
RARE STEAL	White Lore x1
BRIBE ITEM	None
RARE BRIBE	None

GOLD ELEMENTAL



ELEMENTAL

CHAPTERS	1, 2, 3, 5
WHERE FOUND	Djose Temple/Thunder Plains/Macalania/Various
LEV	9 [11]
HP	99 [336]
MP	330
EXP	28 [52]
AP	1 [2]
GIL DROP	25 [43]
GIL STEAL	110 [220]
STR	1
DEF	21
AGL	76 [84]
EVA	0
ACC	0
LUCK	0
MAG	192 [205]
MAG DEF	111

Absorb	Weak	Invalid
Invalid	None	None

IMM	Pet., Slp., Con., Ber., Cur., [M.B.]
DEF EFF	Ejt. (6 [10]), Zan. (0 [3])
DROP RATIO	128/255 [255/255]
ITEM DROP	Electro Marble x1 [Lightning Marble x2]
RARE DROP	Electro Marble x2 [Lightning Marble x3]
STEAL RATIO	255/255
STOLEN ITEM	Electro Marble x1 [Lightning Marble x2]
RARE STEAL	Electro Marble x2 [Lightning Marble x3]
BRIBE ITEM	Lightning Gem x2 [Lightning Gem x4]
RARE BRIBE	Yellow Ring x1

GOON



NONE

CHAPTERS	1
WHERE FOUND	Luca, Mt. Gagazet

LEV	1	HP	13 (29 Luca)	MP	8
EXP	1	AP	1		
GIL DROP	30	GIL STEAL	200		
STR	7	DEF	1	AGL	47
EVA	0	ACC	3	LUCK	0
MAG	4	MAG DEF	4		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	Budget Grenade x1
RARE BRIBE	Phoenix Down x1

GREAT HAUNT



REVENANT

CHAPTERS	5
WHERE FOUND	Bikanel/Bevelle Palace Floors 50-59

LEV	46	HP	8483	MP	720
EXP	120	AP	1		
GIL DROP	210	GIL STEAL	600		
STR	26	DEF	55	AGL	61
EVA	0	ACC	1	LUCK	0
MAG	142	MAG DEF	2		

Varies	Varies	Varies
Varies	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (30), Zan. (10)

DROP RATIO	128/255
ITEM DROP	Ether x1
RARE DROP	Ether x1
STEAL RATIO	128/255
STOLEN ITEM	Mana Spring x1
RARE STEAL	Soul Spring x1
BRIBE ITEM	Gold Hairpin x3
RARE BRIBE	Gold Hairpin x3

GREAT MALBORO



MALBORO

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Tower Floors 70-74

LEV	42 [51]	HP	12988 [19937]	MP	152
EXP	2235 [3860]	AP	1 [2]		
GIL DROP	1200 [1500]	GIL STEAL	1600 [3300]		
STR	53	DEF	68	AGL	81 [105]
EVA	0	ACC	3 [4]	LUCK	0
MAG	16	MAG DEF	12		

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (40 [44]), Zan. (46 [55])

DROP RATIO	255/255
ITEM DROP	Remedy x2 [Beaded Brooch x1]
RARE DROP	Remedy x3 [Beaded Brooch x1]
STEAL RATIO	128/255
STOLEN ITEM	Dispel Tonic x1 [Remedy x2]
RARE STEAL	Dispel Tonic x1 [Remedy x3]
BRIBE ITEM	White Lore x2 [White Tome x2]
RARE BRIBE	White Lore x2 [White Tome x2]

GREATER DRAKE



DRAKE

CHAPTERS	3, 5
WHERE FOUND	Djose Temple/Mt. Gagazet/Ruin Depths/Various

LEV	23 [27]	HP	1819 [6658]	MP	103 [107]
EXP	320 [470]	AP	1 [2]		
GIL DROP	140 [210]	GIL STEAL	630 [1300]		
STR	47 [48]	DEF	36 [90]	AGL	72 [80]
EVA	0	ACC	4 [5]	LUCK	0
MAG	88 [102]	MAG DEF	3 [37]		

Invalid	Weak	None
None	None	None

IMM	Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., [P.B.]
DEF EFF	Dth. (50), Pet. (30), Ejt. (19 [25]), Zan. (5 [6])

DROP RATIO	64/255 [255/255]
ITEM DROP	Fire Gem x1 [NulBlaze Ring x1]
RARE DROP	NulBlaze Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Fire Gem x1 [Fire Gem x3]
RARE STEAL	Fire Gem x2 [Fire Gem x10]
BRIBE ITEM	NulBlaze Ring x1 [Subliminator x2]
RARE BRIBE	NulBlaze Ring x1 [Subliminator x3]

GRIM GAZE



EVIL EYE

CHAPTERS	3, 5
WHERE FOUND	Calm Lands/Mt. Gagazet/Bevelle Tower Floors 41-43

LEV	33 [41]	HP	1720 [4223]	MP	388
EXP	244 [380]	AP	1 [2]		
GIL DROP	130 [220]	GIL STEAL	330 [650]		
STR	31	DEF	21	AGL	62 [79]
EVA	27 [59]	ACC	4 [5]	LUCK	0
MAG	5	MAG DEF	8		

None	None	None
None	Invalid	None

IMM	Con., Ber., Cur., Slw. ([0]), Stp. ([0]), M.D.
DEF EFF	Ejt. (15 [23]), Zan. (1 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Remedy x3]
RARE DROP	Holy Water x1 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Pixie Dust x1]
RARE STEAL	Remedy x1 [Pixie Dust x1]
BRIBE ITEM	Silver Glasses x1 [Elixir x4]
RARE BRIBE	Silver Glasses x1 [Elixir x4]

GUARD MACHINA



MACHINA

CHAPTERS	3, 5
WHERE FOUND	Bikanel/Bevelle Palace Floors 27-29

LEV	24	HP	2460	MP	0
EXP	85	AP	1		
GIL DROP	40	GIL STEAL	80		
STR	25	DEF	0	AGL	50
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		

None	None	Absorb
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom
DEF EFF	Ejt. (18)

DROP RATIO	128/255
ITEM DROP	Budget Grenade x1
RARE DROP	Darkness Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Darkness Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

GUARDIAN BEAST



SACRED BEAST

CHAPTERS	1, 3, 5
WHERE FOUND	Zanarkand Ruins/Bevelle Palace Floors 7-9

LEV	18 [26]	HP	2886 [4030]	MP	1000
EXP	170 [380]	AP	1 [2]		
GIL DROP	200 [380]	GIL STEAL	1500 [3200]		
STR	65 [75]	DEF	46	AGL	112 [146]
EVA	0	ACC	6 [8]	LUCK	0
MAG	60	MAG DEF	3		

Weak	Weak	Weak
Weak	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Poi., Con., Cur., Stp., Doom ([0]), Del., P.I., M.D.
DEF EFF	Drk. (50), Ber. (60 [Immune]), Ejt. (200), Zan. (80 [100])

DROP RATIO	255/255
ITEM DROP	Amulet x1 [Pixie Dust x1]
RARE DROP	Amulet x1 [Pixie Dust x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Defense Veil x1 [Mystery Veil x1]
RARE STEAL	Defense Veil x1 [Mystery Veil x1]
BRIBE ITEM	Oath Veil x1
RARE BRIBE	Oath Veil x1 [Oath Veil x2]

GUCUMATZ



BASILISK

CHAPTERS	3, 5
WHERE FOUND	Mushroom Rock/Thunder Plains/Bikanel/Zanarkand Ruins/Various

LEV	34 [41]	HP	3720 [13820]	MP	140
EXP	410 [780]	AP	1 [2]		
GIL DROP.	173 [340]	GIL STEAL	680 [1000]		
STR	46	DEF	10 [53]	AGL	67 [74]
EVA	0	ACC	3 [4]	LUCK	0
MAG	93	MAG DEF	32		

None	Weak	None
None	Invalid	None

IMM	Dth., Pet., Slp., Poi., Con., Cur., Slw., P.B., M.B., Doom, M.D.
DEF EFF	Ber. (60 [Immune]), Ejt. (25 [30]), Zan. (7 [8])

DROP RATIO	128/255 [255/255]
ITEM DROP	Soft x2 [Gold Anklet x1]
RARE DROP	Soft x4 [Gold Anklet x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Soft x2 [Mana Tablet x2]
RARE STEAL	Gold Anklet x4 [Mana Tablet x3]
BRIBE ITEM	Stone Shock x1 [Stone Shock x6]
RARE BRIBE	Stone Shock x1 [Stone Shock x8]

GUG



OGRE

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Tower Floors 70-74

LEV	39 [47]	HP	6433 [16300]	MP	67
EXP	1130 [1555]	AP	1 [2]		
GIL DROP	600	GIL STEAL	1520 [3300]		
STR	58 [61]	DEF	9	AGL	83 [110]
EVA	0	ACC	2 [3]	LUCK	0
MAG	32	MAG DEF	4		

None	None	None
None	Weak	None

IMM	Dth., Slp., Drk., Con., Ber., Cur., Stp., Doom
DEF EFF	Pet. (60), Ejt. (18 [24]), Zan. (4 [6])
DROP RATIO	64/255 [255/255]
ITEM DROP	Phoenix Down x1 [Hyper Wrist x1]
RARE DROP	Power Wrist x1 [Hyper Wrist x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Hi-Potion x2 [Hi-Potion x3]
RARE STEAL	Hi-Potion x3 [Hi-Potion x4]
BRIBE ITEM	Power Gloves x1 [Sword Tome x1]
RARE BRIBE	Kaiser Knuckles x1 [Sword Tome x2]

HAIZHE



HAIZHE

CHAPTERS	1, 2, 5
WHERE FOUND	Macalania/Bevelle Tower Floors 16-19

LEV	16 [19]	HP	653 [2612]	MP	0
EXP	48 [90]	AP	1 [2]		
GIL DROP	22 [52]	GIL STEAL	80 [150]		
STR	38	DEF	21	AGL	84 [92]
EVA	0	ACC	3 [4]	LUCK	0
MAG	12	MAG DEF	20		

None	None	Weak
None	Weak	None

IMM	Pet., Slp., Sil., [Con.], [Ber.], Cur., M.B., M.B.
DEF EFF	Drk. (20 [0]), Poi. (10 [0]), Ejt. (22 [30]), Zan. (3 [6])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Pretty Orb x1]
RARE DROP	Phoenix Down x1 [Pretty Orb x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Phoenix Down x1 [Silver Hourglass x1]
RARE STEAL	Pretty Orb x1 [Silver Hourglass x2]
BRIBE ITEM	Pretty Orb x1 [Kinesis Badge x1]
RARE BRIBE	Pretty Orb x1 [Kinesis Badge x2]

HAUNT



REVENANT

CHAPTERS	3, 5
WHERE FOUND	Besaid/Kilika Island/Djose Highland/Bikanel/Various

LEV	35	HP	813	MP	433
EXP	108	AP	1		
GIL DROP	120	GIL STEAL	280		
STR	8	DEF	33	AGL	63
EVA	0	ACC	2	LUCK	0
MAG	83	MAG DEF	48		

Changes	Changes	Changes
Changes	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom
DEF EFF	Ejt. (22), Zan. (6)
DROP RATIO	64/255
ITEM DROP	Water Ring x1
RARE DROP	Twist Headband x1
STEAL RATIO	255/255
STOLEN ITEM	Arcticwind x1
RARE STEAL	Water Gem x1
BRIBE ITEM	Star Pendant x1
RARE BRIBE	Star Pendant x1

HEAVY SALLET



HELM

CHAPTERS	5
WHERE FOUND	Bikanel/Bevelle Tower Floors 50-59

LEV	31 [37]	HP	11200 [12915]	MP	0
EXP	380 [640]	AP	1 [2]		
GIL DROP	110 [180]	GIL STEAL	480 [620]		
STR	71	DEF	4	AGL	82 [107]
EVA	0	ACC	2 [3]	LUCK	0
MAG	223 [254]	MAG DEF	18 [22]		

None	None	None
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp. ([0]), Doom, Del., P.I., M.D.
DEF EFF	Ejt. (42 [58]), Zan. (38 [40])
DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x2 [Light Curtain x4]
RARE DROP	Star Curtain x2 [Star Curtain x5]
STEAL RATIO	128/255
STOLEN ITEM	Lunar Curtain x2 [Lunar Curtain x3]
RARE STEAL	Star Curtain x2 [Star Curtain x3]
BRIBE ITEM	Shining Bracer x2 [Defense Bracer x3]
RARE BRIBE	Shining Bracer x3 [Defense Bracer x3]

HEXAPOD



VERMIN

CHAPTERS	5
WHERE FOUND	Fiend Colony/Bevelle Palace Floors 59-69

LEV	47 [54]	HP	2805 [11220]	MP	980
EXP	220 [280]	AP	1 [2]		
GIL DROP	80 [100]	GIL STEAL	300 [600]		
STR	24 [26]	DEF	29	AGL	75 [83]
EVA	30 [38]	ACC	1	LUCK	0
MAG	97	MAG DEF	100		

None	Absorb	None
None	Invalid	None

IMM	[Con.], [Ber.], Cur., Doom, M.D.
DEF EFF	None
DROP RATIO	255/255
ITEM DROP	L-Bomb x1 [L-Bomb x3]
RARE DROP	L-Bomb x2 [L-Bomb x5]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x2]
RARE STEAL	Remedy x1 [Remedy x2]
BRIBE ITEM	L-Bomb x16 [L-Bomb x40]
RARE BRIBE	L-Bomb x20 [L-Bomb x99]

HRITHMUS



OGRE

CHAPTERS	1, 2, 5
WHERE FOUND	Bikanel/Bevelle Tower Floors 10-12

LEV	18 [22]	HP	552 [2208]	MP	11
EXP	74 [120]	AP	1 [2]		
GIL DROP	44 [72]	GIL STEAL	140 [228]		
STR	52 [55]	DEF	4	AGL	52 [57]
EVA	0	ACC	2 [3]	LUCK	0
MAG	12	MAG DEF	2		

None	None	None
None	Weak	None

IMM	Slp., Con., [Ber.], Cur.
DEF EFF	Ejt. (12 [14]), Zan. (1 [2])
DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Mega Phoenix x1]
RARE DROP	Phoenix Down x2 [Meg Potion x1]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Mega Potion x1]
RARE STEAL	Phoenix Down x2 [Mega Potion x2]
BRIBE ITEM	Phoenix Down x6 [Power Gloves x1]
RARE BRIBE	Phoenix Down x8 [Power Gloves x1]

HUG BUG



VERMIN

CHAPTERS	5
WHERE FOUND	Fiend Colony/Bevelle Palace Floors 59-69

LEV	49 [52]	HP	2350 [9400]	MP	950
EXP	220 [280]	AP	1 [2]		
GIL DROP	80 [100]	GIL STEAL	300 [600]		
STR	24	DEF	27	AGL	112 [123]
EVA	28 [38]	ACC	1	LUCK	0
MAG	96	MAG DEF	97		

None	None	Absorb
None	Invalid	None

IMM	[Con.], [Ber.], Cur., M.D.
DEF EFF	Ejt. (4 [5]), Zan. (2 [4])
DROP RATIO	255/255
ITEM DROP	M-Bomb x1 [M-Bomb x3]
RARE DROP	M-Bomb x2 [M-Bomb x5]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x2]
RARE STEAL	Phoenix Down x1 [Phoenix Down x2]
BRIBE ITEM	M-Bomb x16 [M-Bomb x40]
RARE BRIBE	M-Bomb x20 [M-Bomb x99]

HUMBABA



BEHEMOTH

CHAPTERS	5
WHERE FOUND	Thunder Plains/Bevelle Tower Floors 36-39

LEV	52 [62]	HP	27772 [30163]	MP	785
EXP	1800 [2300]	AP	1 [2]		
GIL DROP	550 [700]	GIL STEAL	1800 [3800]		
STR	93	DEF	13	AGL	87 [113]
EVA	0	ACC	6 [8]	LUCK	0
MAG	7	MAG DEF	11		

None	None	Absorb
None	Invalid	None

IMM	All *but* Ejt., P.B., M.B., A.B., M.B., L.C., E.C., A.C.
DEF EFF	Ejt. (48 [46]), Zan. (33 [38])
DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x4 [Ochre Ring x1]
RARE DROP	NulShock Ring x1 [Ochre Ring x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Hi-Potion x2 [Tetra Guard x1]
RARE STEAL	Ether x1 [Tetra Guard x1]
BRIBE ITEM	Nature's Lore x1 [Nature's Lore x3]
RARE BRIBE	Nature's Lore x2 [Nature's Lore x4]

IFRIT



NONE

CHAPTERS			3		

WHERE FOUND	Kilika Island

LEV	23	HP	8820	MP	9999
EXP	1800	AP	15		

GIL DROP	1300	GIL STEAL	1800

STR	82	DEF	22	AGL	114
EVA	14	ACC	2	LUCK	0
MAG	98	MAG DEF	49		

Absorb	Weak	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (80)

DROP RATIO	255/255
ITEM DROP	Angel Earrings x1
RARE DROP	Angel Earrings x1
STEAL RATIO	128/255
STOLEN ITEM	Fiery Gleam x1
RARE STEAL	Fiery Gleam x1
BRIBE ITEM	None
RARE BRIBE	None

INSECT MATRIARCH



VERMIN

CHAPTERS					5

WHERE FOUND	Bevelle Palace Floors 85-99

LEV	78 [94]	HP	48796 [51236]	MP	868
EXP	1200 [2200]	AP	1 [2]		

GIL DROP	1000 [2700]	GIL STEAL	2600 [4300]

STR	222	DEF	255	AGL	244 [255]
EVA	10 [13]	ACC	33 [41]	LUCK	0
MAG	90	MAG DEF	98		

Invalid	None	Invalid
None	Invalid	None

IMM	Slp., [Con.], [Ber.], Cur., Ejt., Slw. ([0]), Stp. ([0]), Del., P.I., M.D.
DEF EFF	Zan. (85 [90])

DROP RATIO	255/255
ITEM DROP	Mana Spring x2 [Freezerburn x1]
RARE DROP	Snow Ring x1 [Sublimator x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1 [Elixir x1]
RARE STEAL	Ether x2 [Elixir x2]
BRIBE ITEM	Tetra Gloves x1 [White Tome x2]
RARE BRIBE	White Tome x2 [White Tome x3]

IRON GIANT



IRON GIANT

CHAPTERS	1	2			5

WHERE FOUND	Besaid/Mi'ihen Highroads/Bevelle Tower Floors 1-3

LEV	7 [8]	HP	222 [233]	MP	0
EXP	20 [100]	AP	1 [2]		

GIL DROP	40 [110]	GIL STEAL	233 [510]

STR	48	DEF	1 [4]	AGL	93 [121]
EVA	0	ACC	1	LUCK	0
MAG	152 [155]	MAG DEF	2		

None	None	None
None	Invalid	None

IMM	Pet., Sil., Poi., [Con.], [Ber.], Cur., Stp., P.I., M.D.
DEF EFF	Dth. (100), Ejt. (26 [37]), Zan. (8 [12])

DROP RATIO	128/255 [255/255]
ITEM DROP	Budget Grenade x1 [Grenade x2]
RARE DROP	Grenade x1 [Grenade x3]
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1 [M-Bomb x2]
RARE STEAL	Grenade x1 [M-Bomb x4]
BRIBE ITEM	Grenade x18 [Mythril Gloves x1]
RARE BRIBE	Grenade x20 [Mythril Gloves x1]

IRONSIDE



ARMOR

CHAPTERS			3	4	5

WHERE FOUND	Kilika Island/Thunder Plains/Zanarkand Ruins/Various

LEV	34 [40]	HP	8432 [12154]	MP	1400
EXP	660 [940]	AP	1 [2]		

GIL DROP	200 [340]	GIL STEAL	800 [1500]

STR	72 [88]	DEF	94	AGL	74 [101]
EVA	0	ACC	2 [3]	LUCK	0
MAG	223 [233]	MAG DEF	173 [233]		

None	None	None
None	Invalid	None

IMM	All *but* Ejt.
DEF EFF	Ejt. (33 [40]), Zan. (15)

DROP RATIO	64/255 [255/255]
ITEM DROP	Stamina Tablet x1 [Shadow Gem x6]
RARE DROP	Stamina Tablet x1 [Shadow Gem x8]
STEAL RATIO	255/255
STOLEN ITEM	Shadow Gem x2 [Stamina Tablet x6]
RARE STEAL	Shadow Gem x3 [Stamina Tablet x8]
BRIBE ITEM	Shining Gem x16 [Shining Gem x30]
RARE BRIBE	Shining Gem x20 [Shining Gem x40]

IXION



NONE

CHAPTERS			3		

WHERE FOUND	Djose Highlands

LEV	28	HP	12380	MP	9999
EXP	2600	AP	15		

GIL DROP	1800	GIL STEAL	3000

STR	62	DEF	21	AGL	138
EVA	35	ACC	4	LUCK	0
MAG	106	MAG DEF	82		

None	None	Absorb
Weak	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (80)

DROP RATIO	255/255
ITEM DROP	Soul of Thamasa x1
RARE DROP	Soul of Thamasa x1
STEAL RATIO	128/255
STOLEN ITEM	Sprint Shoes x1
RARE STEAL	Sprint Shoes x1
BRIBE ITEM	None
RARE BRIBE	None

JAHI



LARVA

CHAPTERS					5

WHERE FOUND	Farplane/Bevelle Palace Floors 75-79

LEV	46	HP	2033	MP	360
EXP	1200	AP	1		

GIL DROP	620	GIL STEAL	1020

STR	39	DEF	52	AGL	68
EVA	0	ACC	2	LUCK	0
MAG	84	MAG DEF	86		

None	None	Absorb
None	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Con., Ber., Cur., Stp., Doom, M.D.
DEF EFF	Ejt. (26), Zan. (6)

DROP RATIO	32/255
ITEM DROP	Gold Anklet x1
RARE DROP	Gold Anklet x1
STEAL RATIO	255/255
STOLEN ITEM	Remedy x2
RARE STEAL	Mana Spring x2
BRIBE ITEM	Mana Spring x30
RARE BRIBE	Mana Spring x40

JUMBO CACTUAR



CACTUAR

CHAPTERS					5

WHERE FOUND	Bikanel/Bevelle Palace Floors 50-59 (only if defeated at Bikanel)

LEV	42 [50]	HP	22222 [33333]	MP	1111
EXP	0	AP	10 [15]		

GIL DROP	0	GIL STEAL	None

STR	73	DEF	74	AGL	254 [85]
EVA	0	ACC	7 [9]	LUCK	0
MAG	4	MAG DEF	4		

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (200 [255])

DROP RATIO	255/255
ITEM DROP	Stamina Tonic x1 [Rabite's Foot x1]
RARE DROP	Rabite's Foot x1
STEAL RATIO	255/255
STOLEN ITEM	Stamina Tonic x1 [Stamina Tonic x3]
RARE STEAL	Stamina Tonic x2 [Stamina Tonic x5]
BRIBE ITEM	None
RARE BRIBE	None

KILLER HOUND



LUPINE

CHAPTERS	1	2	3		5

WHERE FOUND	Bikanel/Bevelle Tower Floors 13-15

LEV	12 [14]	HP	202 [818]	MP	0
EXP	36 [68]	AP	1 [2]		

GIL DROP	18 [34]	GIL STEAL	82 [143]

STR	28	DEF	8	AGL	62 [68]
EVA	5 [6]	ACC	3 [4]	LUCK	0
MAG	2 [3]	MAG DEF	1		

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (11 [22]), Zan. (1 [5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Hi-Potion x1 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Hi-Potion x2]
RARE STEAL	Phoenix Down x1 [Hi-Potion x3]
BRIBE ITEM	Hi-Potion x2 [Chocobo Feather x4]
RARE BRIBE	Hi-Potion x2 [Chocobo Feather x5]

KILLER MACHINA



MACHINA

CHAPTERS	5
WHERE FOUND	New Cave/Bevelle Palace Floors 70-74

LEV	48	HP	4222	MP	0
EXP	600	AP	1		
GIL DROP	180	GIL STEAL	300		
STR	36	DEF	0	AGL	68
EVA	0	ACC	0	LUCK	0
MAG	0	MAG DEF	0		

None	None	Absorb
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Ejt. (18)
DROP RATIO	32/255
ITEM DROP	Darkness Grenade x1
RARE DROP	Petrify Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	M-Bomb x1
RARE STEAL	M-Bomb x2
BRIBE ITEM	None
RARE BRIBE	None

KING TAKOUBA



BLADE

CHAPTERS	5
WHERE FOUND	Bikanel, Bevelle Tower Floors 50-59

LEV	48 [56]	HP	18004 [22104]	MP	0
EXP	485 [963]	AP	1 [2]		
GIL DROP	300 [735]	GIL STEAL	800 [1800]		
STR	71 [72]	DEF	14	AGL	75 [98]
EVA	27 [34]	ACC	1	LUCK	0
MAG	43 [48]	MAG DEF	22		

Weak	None	None
None	Invalid	None

IMM	All *but* Dth., Ejt., P.B., M.B., L.C., E.C., A.C.
DEF EFF	Dth. (30), Ejt. (48 [70]), Zan. (26 [38])
DROP RATIO	128/255 [255/255]
ITEM DROP	Farplane Shadow x2 [Farplane Shadow x4]
RARE DROP	Candle of Life x2 [Farplane Shadow x5]
STEAL RATIO	128/255 [16/255]
STOLEN ITEM	Star Pendant x1 [Glass Buckle x1]
RARE STEAL	Angel Earrings x1
BRIBE ITEM	Angel Earrings x6 [Glass Buckle x10]
RARE BRIBE	Angel Earrings x10 [Glass Buckle x12]

KING VERMIN!



VERMIN

CHAPTERS	5
WHERE FOUND	Fiend Colony/Bevelle Palace Floors 59-69 (only if defeated at Fiend Colony)

LEV	54 [58]	HP	39857 [41850]	MP	872
EXP	5000 [7200]	AP	1 [2]		
GIL DROP	3500 [3800]	GIL STEAL	2000 [3000]		
STR	46 [48]	DEF	46	AGL	None [173]
EVA	8 [13]	ACC	1	LUCK	0
MAG	88	MAG DEF	60		

Absorb	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (60)
DROP RATIO	255/255
ITEM DROP	Power Gloves x1 [Champion Belt x1]
RARE DROP	Power Gloves x1 [Champion Belt x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Turbo Ether x1 [Turbo Ether x2]
RARE STEAL	Turbo Ether x2
BRIBE ITEM	Turbo Ether x80 [Elixir x24]
RARE BRIBE	Turbo Ether x99 [Elixir x30]

KUKULCAN



BASILISK

CHAPTERS	2	5
WHERE FOUND	Bevelle/Bevelle Tower Floors 16-19	

LEV	23 [28]	HP	3220 [9480]	MP	85
EXP	135 [233]	AP	1 [2]		
GIL DROP	86 [140]	GIL STEAL	550 [1100]		
STR	44	DEF	3	AGL	78 [86]
EVA	0	ACC	2 [3]	LUCK	0
MAG	92	MAG DEF	30		

None	Weak	None
None	None	None

IMM	Dth., Pet., Slp., Poi., Con., [Ber.], Cur., Slw., P.B., M.B.
DEF EFF	Ejt. (24 [28]), Zan. (7 [8])
DROP RATIO	128/255 [255/255]
ITEM DROP	Soft x2 [Gold Anklet x1]
RARE DROP	Gold Anklet x1
STEAL RATIO	255/255
STOLEN ITEM	Soft x2 [Remedy x8]
RARE STEAL	Remedy x1 [Remedy x10]
BRIBE ITEM	Stone Shock x1 [Stone Shock x4]
RARE BRIBE	Stone Shock x1 [Stone Shock x6]

LEAGUE FIGHTER



NONE

CHAPTERS	1	2	5
WHERE FOUND	Kilika Island/Djose Highlands		

LEV	6	HP	168	MP	14
EXP	10	AP	1		
GIL DROP	50	GIL STEAL	150		
STR	31	DEF	3	AGL	55
EVA	0	ACC	3	LUCK	0
MAG	48	MAG DEF	1		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Budget Grenade x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	Phoenix Down x16

LEAGUE MAGE



NONE

CHAPTERS	3	5
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highland	

LEV	23	HP	1020	MP	420
EXP	70	AP	1		
GIL DROP	130	GIL STEAL	450		
STR	29	DEF	22	AGL	73
EVA	0	ACC	5	LUCK	0
MAG	2	MAG DEF	52		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Ether x1
RARE STEAL	Amulet x1
BRIBE ITEM	Talisman x1
RARE BRIBE	Talisman x1

LEAGUE MASTER



NONE

CHAPTERS	5
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highlands

LEV	32	HP	1732	MP	670
EXP	160	AP	1		
GIL DROP	140	GIL STEAL	550		
STR	32	DEF	43	AGL	76
EVA	0	ACC	5	LUCK	0
MAG	18	MAG DEF	56		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	Dth. (50), Pet. (50)
DROP RATIO	64/255
ITEM DROP	Ether x1
RARE DROP	Ether x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Ether x12
RARE BRIBE	Ether x14

LEAGUE RAIDER



NONE

CHAPTERS	2	3
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highlands	

LEV	16	HP	293	MP	30
EXP	70	AP	1		
GIL DROP	130	GIL STEAL	380		
STR	37	DEF	13	AGL	64
EVA	0	ACC	8	LUCK	0
MAG	34	MAG DEF	13		

None	None	None
None	None	None

IMM	Drk., Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Grenade x2
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Phoenix Down x16
RARE BRIBE	Phoenix Down x24

LEAGUE RANGER



NONE

CHAPTERS	2	3			
WHERE FOUND	Mushroom Rock/Djose Highlands				
LEV	16	HP	230	MP	180
EXP	10	AP	1		
GIL DROP	80	GIL STEAL	320		
STR	18	DEF	83	AGL	66
EVA	0	ACC	3	LUCK	0
MAG	2	MAG DEF	50		
None	None	None			
None	None	None			
IMM	Cur.				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Potion x1				
RARE DROP	Phoenix Down x1				
STEAL RATIO	255/255				
STOLEN ITEM	Phoenix Down x1				
RARE STEAL	Phoenix Down x1				
BRIBE ITEM	S-Bomb x2				
RARE BRIBE	Ether x1				

LEAGUE SCOUT



NONE

CHAPTERS	1	2			
WHERE FOUND	Kilika Island/Djose Highlands				
LEV	6	HP	128	MP	18
EXP	10	AP	1		
GIL DROP	60	GIL STEAL	300		
STR	27	DEF	4	AGL	62
EVA	0	ACC	8	LUCK	0
MAG	33	MAG DEF	12		
None	None	None			
None	None	None			
IMM	Drk., Cur.				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Budget Grenade x1				
RARE DROP	Hi-Potion x1				
STEAL RATIO	255/255				
STOLEN ITEM	Potion x1				
RARE STEAL	Phoenix Down x1				
BRIBE ITEM	Phoenix Down x10				
RARE BRIBE	Mega Potion x1				

LEAGUE SLASHER



NONE

CHAPTERS	5				
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highlands				
LEV	30	HP	1650	MP	58
EXP	160	AP	1		
GIL DROP	140	GIL STEAL	550		
STR	38	DEF	16	AGL	82
EVA	0	ACC	8	LUCK	0
MAG	30	MAG DEF	0		
None	None	None			
None	None	None			
IMM	Sil., Cur.				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x1				
RARE DROP	Hi-Potion x2				
STEAL RATIO	64/255				
STOLEN ITEM	M-Bomb x1				
RARE STEAL	L-Bomb x1				
BRIBE ITEM	Ether x16				
RARE BRIBE	Ether x20				

LEAGUE SOLDIER



NONE

CHAPTERS	2				
WHERE FOUND	Mushroom Rock, Djose Highlands				
LEV	14	HP	178	MP	28
EXP	10	AP	1		
GIL DROP	80	GIL STEAL	300		
STR	34	DEF	12	AGL	58
EVA	0	ACC	8	LUCK	0
MAG	28	MAG DEF	10		
None	None	None			
None	None	None			
IMM	Drk., Curse				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Grenade x1				
RARE DROP	Grenade x2				
STEAL RATIO	255/255				
STOLEN ITEM	Grenade x1				
RARE STEAL	Grenade x2				
BRIBE ITEM	S-Bomb x2				
RARE BRIBE	M-Bomb x2				

LEAGUE TROOPER



NONE

CHAPTERS	2	3			
WHERE FOUND	Mushroom Rock/Djose Highlands				
LEV	13	HP	244	MP	16
EXP	10	AP	1		
GIL DROP	60	GIL STEAL	160		
STR	41	DEF	6	AGL	56
EVA	0	ACC	0	LUCK	0
MAG	52	MAG DEF	2		
None	None	None			
None	None	None			
IMM	Slp., Sil., Cur.				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Grenade x1				
RARE DROP	Phoenix Down x1				
STEAL RATIO	255/255				
STOLEN ITEM	Grenade x1				
RARE STEAL	Grenade x1				
BRIBE ITEM	S-Bomb x2				
RARE BRIBE	M-Bomb x2				

LEAGUE VETERAN



NONE

CHAPTERS	5				
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highlands				
LEV	33	HP	1720	MP	42
EXP	160	AP	1		
GIL DROP	100	GIL STEAL	300		
STR	42	DEF	17	AGL	68
EVA	0	ACC	4	LUCK	0
MAG	54	MAG DEF	6		
None	None	None			
None	None	None			
IMM	Cur.				
DEF EFF	Dth. (50), Pet. (50)				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x1				
RARE DROP	Hi-Potion x2				
STEAL RATIO	64/255				
STOLEN ITEM	M-Bomb x1				
RARE STEAL	L-Bomb x1				
BRIBE ITEM	L-Bomb x14				
RARE BRIBE	L-Bomb x20				

LEAGUE WARRIOR



NONE

CHAPTERS	2	3	5		
WHERE FOUND	Kilika Island/Mushroom Rock/Djose Highlands				
LEV	24	HP	422	MP	26
EXP	70	AP	1		
GIL DROP	120	GIL STEAL	180		
STR	41	DEF	12	AGL	58
EVA	0	ACC	4	LUCK	0
MAG	53	MAG DEF	3		
None	None	None			
None	None	None			
IMM	Slp., Cur.				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x1				
RARE DROP	Grenade x2				
STEAL RATIO	255/255				
STOLEN ITEM	Hi-Potion x1				
RARE STEAL	Grenade x2				
BRIBE ITEM	M-Bomb x4				
RARE BRIBE	M-Bomb x5				

LEBLANC



NONE

CHAPTERS	1				
WHERE FOUND	Mt. Gagazet				
LEV	5	HP	120	MP	320
EXP	20	AP	2		
GIL DROP	250	GIL STEAL	700		
STR	15	DEF	26	AGL	52
EVA	20	ACC	16	LUCK	0
MAG	8	MAG DEF	55		
None	None	None			
None	Invalid	None			
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., P.B., A.B., L.C., Doom, M.D.				
DEF EFF	Poi. (70), Zan. (60)				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x1				
RARE DROP	Hi-Potion x2				
STEAL RATIO	192/255				
STOLEN ITEM	Tiara x1				
RARE STEAL	Tiara x1				
BRIBE ITEM	None				
RARE BRIBE	None				

LEBLANC



NONE

CHAPTERS: 2

WHERE FOUND	Guadosalam				
LEV	23	HP	1380	MP	460
EXP	380	AP	2		
GIL DROP	300	GIL STEAL	1500		
STR	33	DEF	32	AGL	53
EVA	22	ACC	16	LUCK	0
MAG	10	MAG DEF	62		

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., P.B., A.B., L.C., Doom, M.D.
DEF EFF	Poi. (100), Zan. (60)
DROP RATIO	255/255
ITEM DROP	Reassembled Sphere x1
RARE DROP	Reassembled Sphere x1
STEAL RATIO	192/255
STOLEN ITEM	Elixir x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

LEBLANC



NONE

CHAPTERS: 1

WHERE FOUND	Luca				
LEV	5	HP	130	MP	101
EXP	8	AP	2		
GIL DROP	180	GIL STEAL	500		
STR	14	DEF	8	AGL	88
EVA	12	ACC	10	LUCK	0
MAG	2	MAG DEF	37		

None	None	None
None	Invalid	None

IMM	Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Zan. (60)
DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	192/255
STOLEN ITEM	Silver Bracer x1
RARE STEAL	Silver Bracer x1
BRIBE ITEM	None
RARE BRIBE	None

LEFT BULWARK



NONE

CHAPTERS: 5

WHERE FOUND	Farplane				
LEV	39	HP	3000	MP	9999
EXP	200	AP	10		
GIL DROP	150	GIL STEAL	300		
STR	72	DEF	48	AGL	46
EVA	0	ACC	2	LUCK	0
MAG	58	MAG DEF	58		

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	128/255
ITEM DROP	Mega Potion x1
RARE DROP	X-Potion x1
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1 (L-Bomb)
RARE STEAL	L-Bomb x1
BRIBE ITEM	None
RARE BRIBE	None

LESSER DRAKE



DRAKE

CHAPTERS: 1, 2, 5

WHERE FOUND	Besaid/Thunder Plains/Bevelle Tower 7-9				
LEV	14 [16]	HP	577 [2108]	MP	33
EXP	30 [58]	AP	1 [2]		
GIL DROP	22 [40]	GIL STEAL	220 [510]		
STR	38 [41]	DEF	28	AGL	53 [58]
EVA	0	ACC	4 [5]	LUCK	0
MAG	48	MAG DEF	1		

Invalid	Weak	None
None	None	None

IMM	Sil., [Con.], [Ber.], Cur., [P.B.] Dth. (10), Pet. (20), Slp. (10 [0]), Ejt. (18 [24]), Zan. (5
DEF EFF	[6])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Bomb Core x2]
RARE DROP	Bomb Fragment x1 [Bomb Core x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Fire Gem x3]
RARE STEAL	Bomb Fragment x1 [Fire Gem x4]
BRIBE ITEM	Fiery Gleam x1 [Crimson Ring x1]
RARE BRIBE	Fiery Gleam x1 [Crimson Ring x1]

LEUCOPHYLLA



PLANT

CHAPTERS: 3, 5

WHERE FOUND	Besaid Calm Lands/Mt. Gagazet/ Bevelle Tower Floors 24-26				
LEV	26 [30]	HP	2234 [8936]	MP	0
EXP	210 [332]	AP	1 [2]		
GIL DROP	86 [140]	GIL STEAL	220 [430]		
STR	58 [59]	DEF	0	AGL	76[77]
EVA	0	ACC	1	LUCK	0
MAG	7 [11]	MAG DEF	99 [100]		

Weak	None	None
Half	None	None

IMM	Drk., Poi., Con., Ber., Cur.
DEF EFF	Dth. (50), Pet. (30), Ejt. (20 [28]), Zan. (0 [2])
DROP RATIO	128/255 [255/255]
ITEM DROP	Remedy x1 [Remedy x4]
RARE DROP	Remedy x2 [Remedy x6]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Remedy x6]
RARE STEAL	Phoenix Down x1 [Remedy x8]
BRIBE ITEM	Hi-Potion x40 [Remedy x80]
RARE BRIBE	Hi-Potion x60 [Remedy x99]

LICH



REVENANT

CHAPTERS: 5

WHERE FOUND	Mi'ihen Highroad/Mushroom Rock/Djose Highroad/Macalania/Various				
LEV	31	HP	3444	MP	1300
EXP	730	AP	1		
GIL DROP	330	GIL STEAL	680		
STR	16	DEF	31	AGL	48
EVA	0	ACC	2	LUCK	0
MAG	81	MAG DEF	89		

Varies	Varies	Varies
Varies	Absorb	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (26), Zan. (9)
DROP RATIO	64/255
ITEM DROP	None
RARE DROP	Black Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1
RARE STEAL	Stamina Spring x1
BRIBE ITEM	Soul Spring x16
RARE BRIBE	Soul Spring x18

LOGOS



NONE

CHAPTERS: 2

WHERE FOUND	Bikanel				
LEV	18	HP	1220	MP	46
EXP	160	AP	1		
GIL DROP	200	GIL STEAL	460		
STR	16	DEF	24	AGL	88
EVA	36	ACC	10	LUCK	0
MAG	3	MAG DEF	10		

None	None	None
None	Invalid	None

IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Poi. (40), Zan. (50)
DROP RATIO	255/255
ITEM DROP	Lure Bracer x1
RARE DROP	Lure Bracer x1
STEAL RATIO	192/255
STOLEN ITEM	Mega-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

LOGOS



NONE

CHAPTERS: 1

WHERE FOUND	Mt. Gagazet				
LEV	3	HP	100	MP	25
EXP	10	AP	1		
GIL DROP	80	GIL STEAL	280		
STR	10	DEF	16	AGL	72
EVA	36	ACC	8	LUCK	0
MAG	0	MAG DEF	0		

None	None	None
None	Invalid	None

IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Poi. (40), Zan. (50)
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	192/255
STOLEN ITEM	White CAPe x1
RARE STEAL	White CAPe x1
BRIBE ITEM	None
RARE BRIBE	None

LOGOS



NONE

CHAPTERS	2				
WHERE FOUND	Guadosalam (Hideout)				
LEV	21	HP	989	MP	70
EXP	260	AP	2		
GIL DROP	240	GIL STEAL	640		
STR	17	DEF	28	AGL	49
EVA	40	ACC	10	LUCK	0
MAG	4	MAG DEF	18		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	Invalid	(Holy)	None
IMM	Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (40), Zan. (50)				
DROP RATIO	192/255				
ITEM DROP	Charm Bangle x1				
RARE DROP	Charm Bangle x1				
STEAL RATIO	192/255				
STOLEN ITEM	Mega-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

LOGOS



NONE

CHAPTERS	2				
WHERE FOUND	Guadosalam (Logos's Room)				
LEV	20	HP	1432	MP	64
EXP	240	AP	1		
GIL DROP	230	GIL STEAL	580		
STR	16	DEF	26	AGL	90
EVA	38	ACC	10	LUCK	0
MAG	4	MAG DEF	14		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	Invalid	(Holy)	None
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (40), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Favorite Outfit x1				
RARE DROP	Favorite Outfit x1				
STEAL RATIO	192/255				
STOLEN ITEM	Mega-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

LOGOS



NONE

CHAPTERS	1 2 5				
WHERE FOUND	Luca				
LEV	2	HP	86	MP	18
EXP	3	AP	1		
GIL DROP	60	GIL STEAL	200		
STR	6	DEF	5	AGL	70
EVA	18	ACC	5	LUCK	0
MAG	2	MAG DEF	1		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	Invalid	(Holy)	None
IMM	Sil., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Zan. (50)				
DROP RATIO	128/255				
ITEM DROP	Potion x1				
RARE DROP	Phoenix Down x1				
STEAL RATIO	192/255				
STOLEN ITEM	Silver Glasses x1				
RARE STEAL	Silver Glasses x1				
BRIBE ITEM	None				
RARE BRIBE	None				

LOGOS



NONE

CHAPTERS	2				
WHERE FOUND	Djose Highlands				
LEV	17	HP	1030	MP	48
EXP	80	AP	3		
GIL DROP	120	GIL STEAL	400		
STR	15	DEF	16	AGL	77
EVA	40	ACC	10	LUCK	0
MAG	3	MAG DEF	12		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	Invalid	(Holy)	None
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., P.B., Doom, M.D.				
DEF EFF	Slp. (30), Poi. (40), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Silver Bracer x1				
RARE DROP	Silver Bracer x1				
STEAL RATIO	192/255				
STOLEN ITEM	Mega-Potion x1				
RARE STEAL	Elixir				
BRIBE ITEM	None				
RARE BRIBE	None				

LUCIL



NONE

CHAPTERS	5				
WHERE FOUND	Mushroom Rock				
LEV	43	HP	7324	MP	370
EXP	800	AP	2		
GIL DROP	220	GIL STEAL	3000		
STR	64	DEF	24	AGL	120
EVA	42	ACC	10	LUCK	0
MAG	41	MAG DEF	40		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	Invalid	(Holy)	None
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.				
DEF EFF	Zan. (10)				
DROP RATIO	255/255				
ITEM DROP	Circlet x1				
RARE DROP	Circlet x1				
STEAL RATIO	255/255				
STOLEN ITEM	Chocobo Feather x1				
RARE STEAL	Chocobo Feather x2				
BRIBE ITEM	None				
RARE BRIBE	None				

LUPUS



LUPINE

CHAPTERS	3 5				
WHERE FOUND	Mushroom Rock/Mt. Gagazet/ Bevelle Tower Floors 47-49				
LEV	27 [32]	HP	1262 [3455]	MP	10
EXP	188 [240]	AP	1 [2]		
GIL DROP	80 [130]	GIL STEAL	280 [480]		
STR	37 [38]	DEF	12	AGL	93 [112]
EVA	26 [33]	ACC	3 [4]	LUCK	0
MAG	4 [6]	MAG DEF	2 [3]		
(Fire)	None	(Water)	None	(Thunder)	None
(Ice)	None	(Gravity)	None	(Holy)	None
IMM	[Con.], [Ber.], Cur.				
DEF EFF	Dth. (50) Ejt. (12 [26]), Zan. (1 [6])				
DROP RATIO	128/255 [255/255]				
ITEM DROP	Hi-Potion x1 [Hi-Potion x4]				
RARE DROP	Hi-Potion x2 [Hi-Potion x5]				
STEAL RATIO	255/255				
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x3]				
RARE STEAL	Hi-Potion x2 [Potion x4]				
BRIBE ITEM	X-Potion x3 [Haste Ring x2]				
RARE BRIBE	X-Potion x3 [Haste Ring x3]				

MACHINA HUNTER



MACHINA

CHAPTERS	3 5				
WHERE FOUND	Bikanel/Bevelle Tower Floors 27-29				
LEV	19	HP	1780	MP	0
EXP	63	AP	1		
GIL DROP	30	GIL STEAL	60		
STR	23	DEF	0	AGL	71
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		
(Fire)	None	(Water)	None	(Thunder)	Absorb
(Ice)	None	(Gravity)	None	(Holy)	None
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom				
DEF EFF	Ejt. (6)				
DROP RATIO	Budget Grenade x1				
ITEM DROP	Silence Grenade x1				
RARE DROP	128/255				
STEAL RATIO	Budget Grenade x1				
STOLEN ITEM	Silence Grenade x1				
RARE STEAL	None				
BRIBE ITEM	None				
RARE BRIBE	None				

MACHINA LEADER



MACHINA

CHAPTERS	5				
WHERE FOUND	New Cave/Bevelle Tower Floors 70-74				
LEV	46	HP	2774	MP	0
EXP	450	AP	1		
GIL DROP	120	GIL STEAL	160		
STR	32	DEF	0	AGL	99
EVA	0	ACC	0	LUCK	0
MAG	0	MAG DEF	0		
(Fire)	None	(Water)	None	(Thunder)	Absorb
(Ice)	None	(Gravity)	Invalid	(Holy)	Nore
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.				
DEF EFF	Ejt. (6)				
DROP RATIO	128/255				
ITEM DROP	Sleep Grenade x1				
RARE DROP	Darkness Grenade x1				
STEAL RATIO	128/255				
STOLEN ITEM	S-Bomb x1				
RARE STEAL	S-Bomb x2				
BRIBE ITEM	None				
RARE BRIBE	None				

MACHINA PANZER



MACHINA

CHAPTERS	5				
WHERE FOUND	New Cave				
LEV	45	HP	30500	MP	1247
EXP	4300	AP	10		
GIL DROP	10000	GIL STEAL	2500		
STR	53	DEF	33	AGL	89
EVA	0	ACC	0	LUCK	0
MAG	72	MAG DEF	72		
Elements	None	None	Absorb		
	None	Invalid	None		
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.				
DEF EFF	Zan. (255)				
DROP RATIO	255/255				
ITEM DROP	Crystal Bangle x1				
RARE DROP	Crystal Bangle x1				
STEAL RATIO	255/255				
STOLEN ITEM	Oath Veil x1				
RARE STEAL	Oath Veil x1				
BRIBE ITEM	None				
RARE BRIBE	None				

MACHINA RANGER



MACHINA

CHAPTERS	3, 5				
WHERE FOUND	Mi'ihen/Bevelle Palace Floors 24-26				
LEV	23	HP	2490	MP	0
EXP	170	AP	1		
GIL DROP	22	GIL STEAL	120		
STR	30	DEF	0	AGL	92
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		
Elements	None	None	Absorb		
	None	None	None		
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom				
DEF EFF	Ejt. (6)				
DROP RATIO	Darkness Grenade x1				
ITEM DROP	Silence Grenade x1				
RARE DROP	128/255				
STEAL RATIO	S-Bomb x1				
STOLEN ITEM	M-Bomb x1				
RARE STEAL	None				
BRIBE ITEM	None				
RARE BRIBE	None				

MACHINA SOLDIER



MACHINA

CHAPTERS	1, 2, 5				
WHERE FOUND	New Cave/Bevelle Palace Floors 61-64				
LEV	37	HP	3048	MP	0
EXP	450	AP	1		
GIL DROP	120	GIL STEAL	160		
STR	32	DEF	0	AGL	125
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		
Elements	None	None	Absorb		
	None	Invalid	None		
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom, M.D.				
DEF EFF	Ejt. (6)				
DROP RATIO	128/255				
ITEM DROP	Sleep Grenade x1				
RARE DROP	Silence Grenade x1				
STEAL RATIO	128/255				
STOLEN ITEM	S-Bomb x1				
RARE STEAL	S-Bomb x2				
BRIBE ITEM	None				
RARE BRIBE	None				

MACHINA STRIKER



MACHINA

CHAPTERS	5				
WHERE FOUND	New Cave/Bevelle Palace Floors 70-74				
LEV	40	HP	6722	MP	0
EXP	1400	AP	1		
GIL DROP	400	GIL STEAL	600		
STR	32	DEF	18	AGL	126
EVA	0	ACC	0	LUCK	0
MAG	101	MAG DEF	20		
Elements	None	None	Absorb		
	Weak	Invalid	Invalid		
IMM	All but Ejt.				
DEF EFF	Ejt. (200), Zan. (55)				
DROP RATIO	128/255				
ITEM DROP	L-Bomb x3				
RARE DROP	Petrify Grenade x1				
STEAL RATIO	128/255				
STOLEN ITEM	L-Bomb x1				
RARE STEAL	L-Bomb x2				
BRIBE ITEM	None				
RARE BRIBE	None				

MALBORO



MALBORO

CHAPTERS	3, 4, 5				
WHERE FOUND	Besaid/Thunder Plains/Bevelle/Bevelle Tower Floors 24-26				
LEV	30 [37]	HP	5877 [6171]	MP	110
EXP	310 [540]	AP	1 [2]		
GIL DROP	370 [480]	GIL STEAL	880 [1600]		
STR	61	DEF	57	AGL	73 [95]
EVA	0	ACC	3 [4]	LUCK	0
MAG	14	MAG DEF	8		
Elements	None	None	None		
	None	Invalid	None		
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.				
DEF EFF	Ejt. (36 [42]), Zan. (42 [53])				
DROP RATIO	255/255				
ITEM DROP	Remedy x2 [Twist Headband x1]				
RARE DROP	Remedy x3 [Twist Headband x1]				
STEAL RATIO	255/255				
STOLEN ITEM	Hi-Potion x1 [Remedy x8]				
RARE STEAL	Hi-Potion x2 [Remedy x10]				
BRIBE ITEM	Remedy x40 [Beaded Brooch x1]				
RARE BRIBE	Remedy x60 [Beaded Brooch x1]				

MEGA TONBERRY



TONBERRY

CHAPTERS	5				
WHERE FOUND	Bevelle Palace Floor 41				
LEV	90 [99]	HP	48600 [51030]	MP	0
EXP	2600 [3300]	AP	2 [3]		
GIL DROP	600 [1800]	GIL STEAL	3300 [6000]		
STR	255	DEF	67	AGL	104 [135]
EVA	0	ACC	12 [15]	LUCK	0
MAG	200	MAG DEF	200		
Elements	None	None	None		
	Half	Invalid	None		
IMM	All				
DEF EFF	Ejt. (150 [250]), Zan. (100 [150])				
DROP RATIO	255/255				
ITEM DROP	Twin Stars x1 [Twin Stars x2]				
RARE DROP	Power Gloves x1 [Power Gloves x2]				
STEAL RATIO	64/255 [32/255]				
STOLEN ITEM	Turbo Ether x1				
RARE STEAL	Turbo Ether x2				
BRIBE ITEM	Sword Lore x3 [Sword Lore x6]				
RARE BRIBE	Sword Lore x4 [Sword Lore x8]				

MINDY



NONE

CHAPTERS	5				
WHERE FOUND	Farplane				
LEV	44	HP	9788	MP	9999
EXP	3000	AP	8		
GIL DROP	1000	GIL STEAL	3000		
STR	28	DEF	8	AGL	89
EVA	76	ACC	4	LUCK	0
MAG	72	MAG DEF	121		
Elements	None	None	None		
	None	Invalid	None		
IMM	All				
DEF EFF	Zan. (150)				
DROP RATIO	255/255				
ITEM DROP	Faerie Earrings x1				
RARE DROP	Faerie Earrings x1				
STEAL RATIO	128/255				
STOLEN ITEM	Chaos Shock x1				
RARE STEAL	Chaos Shock x1				
BRIBE ITEM	None				
RARE BRIBE	None				

MONOLITH



DOOMSTONE

CHAPTERS	5				
WHERE FOUND	Farplane/Bevelle Palace Floors 61-64				
LEV	38	HP	7143	MP	9999
EXP	1420	AP	1		
GIL DROP	460	GIL STEAL	1420		
STR	48	DEF	79	AGL	84
EVA	0	ACC	3	LUCK	0
MAG	71	MAG DEF	1		
Elements	Invalid	Invalid	Invalid		
	Weak	Absorb	Weak		
IMM	All *but* Ejt., P.B., Del., P.I., M.D.				
DEF EFF	Ejt. (32), Zan. (16)				
DROP RATIO	128/255				
ITEM DROP	Hi-Potion x3				
RARE DROP	Hi-Potion x4				
STEAL RATIO	255/255				
STOLEN ITEM	Phoenix Down x2				
RARE STEAL	Phoenix Down x3				
BRIBE ITEM	Safety Bit x2				
RARE BRIBE	Safety Bit x3				

MR. GOON



NONE

CHAPTERS	1				

WHERE FOUND	Zanarkand Ruins

LEV	6	HP	120	MP	28
EXP	8	AP	1		
GIL DROP	30	GIL STEAL	80		
STR	19	DEF	6	AGL	52
EVA	0	ACC	3	LUCK	0
MAG	5	MAG DEF	5		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x1
BRIBE ITEM	Grenade x2
RARE BRIBE	S-Bomb x2

MS. GOON



NONE

CHAPTERS	1				

WHERE FOUND	Zanarkand Ruins

LEV	4	HP	80	MP	85
EXP	8	AP	1		
GIL DROP	30	GIL STEAL	80		
STR	16	DEF	6	AGL	60
EVA	0	ACC	5	LUCK	0
MAG	4	MAG DEF	8		

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x2
BRIBE ITEM	Grenade x2
RARE BRIBE	S-Bomb x2

MUSHROOM CLOUD



FUNGUS

CHAPTERS					5

WHERE FOUND	Bikanel/Bevelle Tower Floors 50-59

LEV	81 [97]	HP	9999 [10998]	MP	270
EXP	1100 [2000]	AP	1 [2]		
GIL DROP	320 [1000]	GIL STEAL	520 [1000]		
STR	1	DEF	32 [82]	AGL	78 [94]
EVA	0	ACC	7 [9]	LUCK	0
MAG	138	MAG DEF	240		

Weak	None	None
Half	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber. ([0]), Cur., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (85 [100]), Zan. (40 [50])
DROP RATIO	255/255
ITEM DROP	Mana Tonic x1 [Remedy x2]
RARE DROP	Remedy x2 [Remedy x4]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1
RARE STEAL	Ether x2
BRIBE ITEM	Regal Crown x7 [Nature's Tome x2]
RARE BRIBE	Nature's Tome x1 [Nature's Tome x2]

MYCOTOXIN



FUNGUS

CHAPTERS			3		5

WHERE FOUND	Mi'ihen Highroad/Mt. Gagazet/Zanarkand Ruins/Various

LEV	29 [34]	HP	810 [3240]	MP	120
EXP	212 [276]	AP	1 [2]		
GIL DROP	83 [152]	GIL STEAL	280 [550]		
STR	1	DEF	20 [21]	AGL	43 [47]
EVA	0	ACC	0	LUCK	0
MAG	4	MAG DEF	42		

Weak	None	None
Half	None	None

IMM	Slp., Drk., [Con.], Ber. ([0]), Cur.
DEF EFF	Dth. (20), Pet. (40), Ejt. (4 [10])
DROP RATIO	64/255 [255/255]
ITEM DROP	Antidote x2 [Antidote x4]
RARE DROP	NulTide Ring x1 [Antidote x6]
STEAL RATIO	255/255
STOLEN ITEM	Antidote x2 [NulTide Ring x1]
RARE STEAL	Antidote x3 [NulTide Ring x1]
BRIBE ITEM	Star Pendant x1 [Star Pendant x3]
RARE BRIBE	Star Pendant x1 [Star Pendant x4]

NASHORN



RUMINANT

CHAPTERS	1	2			5

WHERE FOUND	Bikanel/Calm Lands/Zanarkand Ruins/Others

LEV	10 [12]	HP	482 [1928]	MP	0
EXP	33 [63]	AP	1 [2]		
GIL DROP	22 [53]	GIL STEAL	85 [180]		
STR	72	DEF	10	AGL	65 [72]
EVA	0	ACC	8 [10]	LUCK	0
MAG	2	MAG DEF	3		

None	None	None
None	None	None

IMM	Slp., Poi., [Con.], Cur., Doom
DEF EFF	Ejt. (20 [28]), Zan. (6 [7])
DROP RATIO	196/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Phoenix Down x1 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Mega Phoenix x2]
RARE STEAL	Phoenix Down x1 [Mega Phoenix x2]
BRIBE ITEM	Hi-Potion x6 [NulBlaze Ring x1]
RARE BRIBE	Hi-Potion x6 [Crimson Ring x1]

NODE A



NONE

CHAPTERS					5

WHERE FOUND	Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		
GIL DROP	3000	GIL STEAL	10000		
STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

NODE B



NONE

CHAPTERS					5

WHERE FOUND	Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		
GIL DROP	3000	GIL STEAL	10000		
STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

NODE C



NONE

CHAPTERS					5

WHERE FOUND	Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		
GIL DROP	3000	GIL STEAL	10000		
STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

NOOJ



NONE

CHAPTERS	5				
WHERE FOUND	Mushroom Rock				
LEV	63	HP	23800	MP	720
EXP	1800	AP	10		
GIL DROP	30000	GIL STEAL	20000		
STR	75	DEF	101	AGL	121
EVA	0	ACC	8	LUCK	0
MAG	144	MAG DEF	103		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.				
DEF EFF	Zan. (200)				
DROP RATIO	255/255				
ITEM DROP	Magical Dances, Vol. I				
RARE DROP	Magical Dances, Vol. I				
STEAL RATIO	128/255				
STOLEN ITEM	Arcane Lore x1				
RARE STEAL	Arcane Lore x1				
BRIBE ITEM	None				
RARE BRIBE	None				

OCHU



OCHU

CHAPTERS	1	2	5		
WHERE FOUND	Thunder Plains/Bevelle Tower Floors 4-6				
LEV	18 [22]	HP	1480 [3755]	MP	62
EXP	124 [280]	AP	1 [2]		
GIL DROP	133 [240]	GIL STEAL	290 [600]		
STR	24 [26]	DEF	42	AGL	41 [49]
EVA	0	ACC	8 [10]	LUCK	0
MAG	22	MAG DEF	18		
Fire	Weak	Water	None	Lightning	None
Ice	Half	Gravity	Invalid	Holy	None
IMM	All *but* Dth., Slp, Sil., Drk., Ejt., P.B., M.B., A.B.				
DEF EFF	Dth. (100), Slp. (100 [0]), Sil. (50 [0]), Drk. (70 [0]), Ejt. (28 [30]), Zan. (4 [7])				
DROP RATIO	224/255 [255/255]				
ITEM DROP	Antidote x2 [Blind Shock x1]				
RARE DROP	Twist Headband x1 [Blind Shock x1]				
STEAL RATIO	255/255				
STOLEN ITEM	Antidote x1 [Mute Shock x1]				
RARE STEAL	Twist Headband x1 [Mute Shock x1]				
BRIBE ITEM	Black Choker x1 [Faerie Earrings x2]				
RARE BRIBE	Black Choker x1 [Faerie Earrings x3]				

OMEGA WEAPON



WEAPON

CHAPTERS	1	2	5		
WHERE FOUND	Farplane/Bevelle Palace Floors 75-79				
LEV	81 [83]	HP	24200 [25410]	MP	9999
EXP	3350 [4230]	AP	1 [2]		
GIL DROP	5000	GIL STEAL	1300 [2800]		
STR	68 [77]	DEF	51 [55]	AGL	109 [122]
EVA	0	ACC	4 [10]	LUCK	0
MAG	43	MAG DEF	38		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All *but* Ejt.				
DEF EFF	Ejt. (230), Zan. (120 [130])				
DROP RATIO	255/255				
ITEM DROP	Safety Bit x1				
RARE DROP	Elixir x1 [Safety Bit x1]				
STEAL RATIO	128/255				
STOLEN ITEM	Turbo Ether x1 [Faerie Earrings x1]				
RARE STEAL	Turbo Ether x2 [Faerie Earrings x1]				
BRIBE ITEM	Three Stars x30 [Ribbon x1]				
RARE BRIBE	Ribbon x1				

ORMI



NONE

CHAPTERS	2				
WHERE FOUND	Mt. Gagazet				
LEV	18	HP	1350	MP	22
EXP	180	AP	1		
GIL DROP	200	GIL STEAL	520		
STR	79	DEF	16	AGL	92
EVA	0	ACC	4	LUCK	0
MAG	118	MAG DEF	2		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (10), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Beaded Brooch x1				
RARE DROP	Beaded Brooch x1				
STEAL RATIO	192/255				
STOLEN ITEM	X-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

ORMI



NONE

CHAPTERS	1				
WHERE FOUND	Mt. Gagazet				
LEV	3	HP	130	MP	10
EXP	10	AP	1		
GIL DROP	80	GIL STEAL	280		
STR	16	DEF	8	AGL	42
EVA	0	ACC	3	LUCK	0
MAG	72	MAG DEF	0		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Zan. (50)				
DROP RATIO	128/255				
ITEM DROP	Potion x1				
RARE DROP	Phoenix Down x1				
STEAL RATIO	192/255				
STOLEN ITEM	Gauntlet x1				
RARE STEAL	Gauntlet x1				
BRIBE ITEM	None				
RARE BRIBE	None				

ORMI



NONE

CHAPTERS	2				
WHERE FOUND	Guadosalam				
LEV	19	HP	1344	MP	45
EXP	260	AP	2		
GIL DROP	240	GIL STEAL	600		
STR	53	DEF	26	AGL	42
EVA	0	ACC	4	LUCK	0
MAG	84	MAG DEF	16		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (30), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Twist Headband x1				
RARE DROP	Twist Headband x1				
STEAL RATIO	192/255				
STOLEN ITEM	X-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

ORMI



NONE

CHAPTERS	2				
WHERE FOUND	Guadosalam				
LEV	19	HP	1640	MP	40
EXP	220	AP	1		
GIL DROP	220	GIL STEAL	560		
STR	80	DEF	20	AGL	63
EVA	0	ACC	4	LUCK	0
MAG	120	MAG DEF	4		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (10), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Black Choker x1				
RARE DROP	Black Choker x1				
STEAL RATIO	192/255				
STOLEN ITEM	X-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

ORMI



NONE

CHAPTERS	2				
WHERE FOUND	Guadosalam				
LEV	19	HP	1840	MP	42
EXP	240	AP	1		
GIL DROP	230	GIL STEAL	580		
STR	64	DEF	24	AGL	63
EVA	0	ACC	4	LUCK	0
MAG	121	MAG DEF	8		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.				
DEF EFF	Poi. (20), Zan. (50)				
DROP RATIO	255/255				
ITEM DROP	Defense Veil x1				
RARE DROP	Defense Veil x1				
STEAL RATIO	192/255				
STOLEN ITEM	X-Potion x1				
RARE STEAL	Elixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

ORMI



NONE

CHAPTERS	2
WHERE FOUND	Luca
LEV	2
HP	97
MP	0
EXP	3
AP	1
GIL DROP	60
GIL STEAL	200
STR	11
DEF	1
AGL	40
EVA	0
ACC	4
LUCK	0
MAG	60
MAG DEF	1

None	None	None
None	Absorb	None

IMM	Sil., Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Zan. (50)
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	192/255
STOLEN ITEM	Iron Bangle x1
RARE STEAL	Iron Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

ORMI



NONE

CHAPTERS	2
WHERE FOUND	Djose Highlands
LEV	16
HP	1150
MP	22
EXP	80
AP	3
GIL DROP	120
GIL STEAL	380
STR	51
DEF	24
AGL	58
EVA	0
ACC	4
LUCK	0
MAG	115
MAG DEF	2

None	None	None
None	Invalid	None

IMM	Dth., Pet., Sil., Ber., Cur., Ejt., Stp., Doom, M.D.
DEF EFF	Slp. (30), Drk. (30), Zan. (50)
DROP RATIO	255/255
ITEM DROP	Iron Bangle x1
RARE DROP	Iron Bangle x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

PAINE



NONE

CHAPTERS	5
WHERE FOUND	Mushroom Rock
LEV	58
HP	9200
MP	55
EXP	800
AP	3
GIL DROP	200
GIL STEAL	300
STR	56
DEF	16
AGL	51
EVA	0
ACC	10
LUCK	0
MAG	70
MAG DEF	7

None	None	None
None	Invalid	None

IMM	Dth., Pet., Sil., Poi., Cur., Ejt., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (80)
DROP RATIO	255/255
ITEM DROP	ChaMPion Belt x1
RARE DROP	ChaMPion Belt x1
STEAL RATIO	128/255
STOLEN ITEM	Sword Lore x1
RARE STEAL	Sword Lore x1
BRIBE ITEM	None
RARE BRIBE	None

PAIRIKA



LARVA

CHAPTERS	3, 5
WHERE FOUND	Besaid/Kilika Island/Djose Highland/Calm Lands/Various
LEV	22
HP	1130
MP	312
EXP	124
AP	1
GIL DROP	100
GIL STEAL	330
STR	30
DEF	8
AGL	53
EVA	0
ACC	2
LUCK	0
MAG	83
MAG DEF	82

Weak	None	Absorb
None	Invalid	Weak

IMM	Pet., Slp., Sil., Con., Ber., Cur., Stp., M.D.
DEF EFF	Ejt. (16), Zan. (3)
DROP RATIO	64/255
ITEM DROP	Stamina Spring x1
RARE DROP	Lightning Gleam x1
STEAL RATIO	255/255
STOLEN ITEM	Lightning Marble x1
RARE STEAL	Yellow Ring x1
BRIBE ITEM	Lightning Gleam x1
RARE BRIBE	Lightning Gleam x1

PARAGON



WEAPON

CHAPTERS	5
WHERE FOUND	Bevelle Palace Bottom Floor
LEV	99
HP	200000 [210000]
MP	9999
EXP	9000 [13000]
AP	1 [2]
GIL DROP	3000 [8000]
GIL STEAL	4000 [6800]
STR	244
DEF	244
AGL	188 [244]
EVA	0
ACC	13 [16]
LUCK	0
MAG	88
MAG DEF	89

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Supreme Gem x1 [Dark Matter x1]
RARE DROP	Dark Matter x1 [Dark Matter x2]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Supreme Gem x1
RARE STEAL	Supreme Gem x2
BRIBE ITEM	Dark Matter x10 [Dark Matter x24]
RARE BRIBE	Dark Matter x20 [Dark Matter x30]

PEREGRINE



BIRD

CHAPTERS	2, 3, 5
WHERE FOUND	Mi'ihen Highroad/Calm Lands/Bevelle Tower Floors 21-23
LEV	12 [14]
HP	735 [3040]
MP	28
EXP	70 [110]
AP	1 [2]
GIL DROP	44 [83]
GIL STEAL	175 [360]
STR	39 [40]
DEF	16
AGL	113 [124]
EVA	48 [63]
ACC	16 [20]
LUCK	0
MAG	3
MAG DEF	4

None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (8 [12]), Zan. (0 [3])
DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Mega Phoenix x1]
RARE DROP	Hi-Potion x2 [Mega Phoenix x2]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Mega Phoenix x1]
RARE STEAL	Phoenix Down x3 [Mega Phoenix x2]
BRIBE ITEM	Phoenix Down x36 [Mega Phoenix x8]
RARE BRIBE	Phoenix Down x40 [Mega Potion x10]

PHANTOM



REVENANT

CHAPTERS	5
WHERE FOUND	Ruin Depths/Bevelle Palace Floors 70-74
LEV	44
HP	1755
MP	852
EXP	950
AP	1
GIL DROP	140
GIL STEAL	700
STR	33
DEF	25
AGL	73
EVA	0
ACC	2
LUCK	0
MAG	84
MAG DEF	62

Weak	None	None
None	Absorb	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Del., P.I., M.D.
DEF EFF	Ejt. (30), Zan. (15)
DROP RATIO	255/255
ITEM DROP	Phoenix Down x1
RARE DROP	Phoenix Down x2
STEAL RATIO	128/255
STOLEN ITEM	Hi-Potion x1
RARE STEAL	Hi-Potion x2
BRIBE ITEM	Mega Potion x5
RARE BRIBE	Mega Potion x6

POP FRY



MACHINA

CHAPTERS	5
WHERE FOUND	Bikanel/Bevelle Palace Floors 44-46
LEV	30
HP	4293
MP	0
EXP	220
AP	1
GIL DROP	100
GIL STEAL	300
STR	27
DEF	0
AGL	115
EVA	0
ACC	0
LUCK	0
MAG	76
MAG DEF	10

None	None	Absorb
Weak	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (200), Zan. (55)
DROP RATIO	128/255
ITEM DROP	Sleep Grenade x1
RARE DROP	Petrify Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	Sleep Grenade x1
RARE STEAL	Petrify Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

PRECEPTS GUARD



SPIRIT BEAST

CHAPTERS	1	2	3		5

WHERE FOUND	Bevelle				
LEV	21 [33]	HP	3680 [7864]	MP	9999
EXP	700 [1500]	AP	1 [2]		
GIL DROP	800 [1200]	GIL STEAL	1600 [3600]		
STR	32 [78]	DEF	34	AGL	63 [82]
EVA	0	ACC	0	LUCK	0
MAG	62	MAG DEF	38		

None	None	None
None	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., [M.B.], Doom ([0]), M.D.
DEF EFF	Zan. (100)
DROP RATIO	255/255
ITEM DROP	Regen Ring x1 [Mana Tonic x3]
RARE DROP	Regen Ring x1 [Mana Tonic x4]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Mana Tablet x1 [Recovery Bracer x1]
RARE STEAL	Mana Tablet x2 [Recovery Bracer x1]
BRIBE ITEM	None
RARE BRIBE	None

PROTEAN GEL



GEL

CHAPTERS			3		5

WHERE FOUND	Macalania/Calm Lands/Bevelle Tower Floors 75-79				
LEV	40 [48]	HP	6680 [16700]	MP	9999
EXP	1800 [2400]	AP	1 [2]		
GIL DROP	380 [580]	GIL STEAL	1000 [2200]		
STR	22	DEF	34	AGL	89 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	255 [250]	MAG DEF	0		

Half	Half	Weak
Absorb	Invalid	None

IMM	All *but* Ejt., P.B., M.B., A.B., M.B., L.C., E.C., A.C.
DEF EFF	Ejt. (200 [Immune]), Zan. (30 [50])
DROP RATIO	128/255 [255/255]
ITEM DROP	White Ring x1 [Cerulean Ring x1]
RARE DROP	NulFrost Ring x1 [Cerulean Ring x1]
STEAL RATIO	254/255 [255/255]
STOLEN ITEM	Blue Ring x1 [Short Circuit x1]
RARE STEAL	NulTide Ring x1 [Short Circuit x1]
BRIBE ITEM	Black Lore x1
RARE BRIBE	Black Lore x1 [Black Lore x2]

PROTOCHIMERA



CHIMERA

CHAPTERS	1	2	3		5

WHERE FOUND	Kilika Island/Dry Plains/Mt. Gagazet/Various				
LEV	14 [17]	HP	420 [1680]	MP	210
EXP	80 [144]	AP	1 [2]		
GIL DROP	120 [210]	GIL STEAL	240 [520]		
STR	52	DEF	42	AGL	68 [75]
EVA	0	ACC	4 [5]	LUCK	0
MAG	2	MAG DEF	6		

None	None	Invalid
None	Invalid	None

IMM	Slp., Sil., Drk., Poi., Cur., M.D.
DEF EFF	Dth. (20), Pet. (50), Con. (10 [Imm.]), Ejt. (22 [28]), Zan. (8 [12])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [NulShock Ring x1]
RARE DROP	Phoenix Down x1 [NulBlaze Ring x1]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [NulFrost x1]
RARE STEAL	Yellow Ring x1 [NulTide Ring x1]
BRIBE ITEM	Fire Gem x2 [NulShock Ring x1]
RARE BRIBE	Red Ring x1 [Tetra Band x1]

PURPUREA



PLANT

CHAPTERS	1	2			5

WHERE FOUND	Besaid/Mi'ihen Highroad/Bevelle Tower Floors 4-6				
LEV	6 [9]	HP	196 [784]	MP	0
EXP	14 [40]	AP	1 [2]		
GIL DROP	18 [55]	GIL STEAL	72 [160]		
STR	16 [18]	DEF	0	AGL	64 [70]
EVA	0	ACC	1	LUCK	0
MAG	6	MAG DEF	2		

Weak	None	None
Half	None	None

IMM	Drk., Poi., Con., [Ber.], Cur.
DEF EFF	Ejt. (18 [24]), Zan. (0 [2])
DROP RATIO	128/255 [255/255]
ITEM DROP	Echo Screen x1 [Remedy x3]
RARE DROP	Echo Screen x2 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x1 [Echo Screen x2]
RARE STEAL	Remedy x1 [Remedy x2]
BRIBE ITEM	Remedy x1 [Remedy x4]
RARE BRIBE	Remedy x2 [Remedy x5]

QUADRICORN



RUMINANT

CHAPTERS	1	2			5

WHERE FOUND	Mi'ihen Highroad/Dry Plains/Mt. Gagazet/Bevelle Tower Floors 1-3				
LEV	5 [6]	HP	188 [752]	MP	0
EXP	4 [16]	AP	1 [2]		
GIL DROP	13 [72]	GIL STEAL	320 [460]		
STR	15	DEF	6	AGL	42 [46]
EVA	0	ACC	8 [10]	LUCK	0
MAG	1	MAG DEF	1		

None	None	None
None	None	None

IMM	[Con.], Cur.
DEF EFF	Ejt. (21 [30]), Zan. (6 [7])
DROP RATIO	255/255
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Phoenix Down x1 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x1 [Hi-Potion x1]
RARE STEAL	Phoenix Down x1 [Hi-Potion x2]
BRIBE ITEM	Budget Grenade x20 [Mega Phoenix x2]
RARE BRIBE	Budget Grenade x24 [Mega Phoenix x2]

QUEEN COEURL



COEURL

CHAPTERS		2	3		5

WHERE FOUND	Besaid/Kilika Island/Mi'ihen Highroad/Guadosalam/Calm Lands/Various				
LEV	24 [30]	HP	3270 [12480]	MP	1340 [1400]
EXP	208 [405]	AP	1 [2]		
GIL DROP	330 [610]	GIL STEAL	800 [1750]		
STR	12	DEF	19 [36]	AGL	77 [85]
EVA	0	ACC	8 [10]	LUCK	0
MAG	0	MAG DEF	145 [185]		

None	None	None
None	Invalid	None

IMM	Pet., Slp., Drk., Ber., Cur., Slw., Stp., [M.B.], M.B., Doom, Del., P.I., M.D.
DEF EFF	Dth. (60), Sil. (40 [0]), Poi. (100), Con. (30 [Immune]), Ejt. (32 [34]), Zan. (12 [18])
DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x2 [Ether x4]
RARE DROP	Ether x1 [Ether x5]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Mortal Shock x1]
RARE STEAL	Ether x1 [Mortal Shock x1]
BRIBE ITEM	Ether x30 [Turbo Ether x40]
RARE BRIBE	Ether x40 [Turbo Ether x60]

RECOIL



BANDOLEER

CHAPTERS	1				5

WHERE FOUND	Mt. Gagazet/Bevelle Palace Floors 7-9				
LEV	2	HP	38	MP	0
EXP	1	AP	1		
GIL DROP	10	GIL STEAL	80		
STR	12	DEF	0	AGL	40
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		

None	None	None
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Cur., Doom
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	None
RARE BRIBE	None

RED ELEMENTAL



ELEMENTAL

CHAPTERS	1	2			5

WHERE FOUND	Kilika/Mushroom Rock/Macalania/Others				
LEV	9 [11]	HP	99 [336]	MP	330
EXP	28 [52]	AP	1 [2]		
GIL DROP	25 [43]	GIL STEAL	110 [220]		
STR	1	DEF	21	AGL	76 [84]
EVA	0	ACC	0	LUCK	0
MAG	192 [205]	MAG DEF	111		

Absorb	Weak	Invalid
Invalid	None	None

IMM	Pet., Slp., Con., Ber., Cur., [M.B.]
DEF EFF	Ejt. (6 [10]), Zan. (0 [3])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Bomb Core x2]
RARE DROP	Bomb Fragment x1 [Bomb Core x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Bomb Core x2]
RARE STEAL	Bomb Fragment x1 [Bomb Core x3]
BRIBE ITEM	Bomb Fragment x4 [Fire Gem x6]
RARE BRIBE	Bomb Core x4 [Fire Gem x8]

RHYOS



CHIMERA

CHAPTERS	3	5

WHERE FOUND	Thunder Plains/Macalania/Calm Lands/Mt. Gagazet/Various
LEV	31 [34]
HP	4360 [14440]
MP	485
EXP	650 [1000]
AP	1 [2]
GIL DROP	310 [550]
GIL STEAL	558 [1305]
STR	37 [38]
DEF	45 [46]
AGL	93 [108]
EVA	0
ACC	4 [5]
LUCK	0
MAG	46 [48]
MAG DEF	50

Half	None	Invalid
Half	Invalid	None

IMM	Dth., Slp., Sil., Drk., Poi., Cur., Stp., Doom, M.D.
DEF EFF	Pet. (60), Con. (60 [Imm.]), Ejt. (24 [30]), Zan. (8 [12])
DROP RATIO	128/255 [255/255]
ITEM DROP	Lightning Gem x1, [NulTide Ring x1]
RARE DROP	Watery Gleam x1 [NulTide Ring x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Lightning Gem x1 [Lightning Gleam x1]
RARE STEAL	Lightning Gleam x1
BRIBE ITEM	Electrocutioner x1 [Tetra Gloves x2]
RARE BRIBE	Electrocutioner x1 [Tetra Gloves x3]

RIGHT BULWARK



NONE

CHAPTERS	1	2	5

WHERE FOUND	Farplane
LEV	39
HP	3000
MP	9999
EXP	200
AP	10
GIL DROP	150
GIL STEAL	300
STR	72
DEF	48
AGL	46
EVA	0
ACC	2
LUCK	0
MAG	58
MAG DEF	58

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	128/255
ITEM DROP	Mega Potion x1
RARE DROP	X-Potion x1
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1 (L-Bomb)
RARE STEAL	L-Bomb x1
BRIBE ITEM	None
RARE BRIBE	None

RIGHT REDOUBT



NONE

CHAPTERS	1	2	5

WHERE FOUND	Farplane
LEV	40
HP	2500
MP	99999
EXP	0
AP	10
GIL DROP	0
GIL STEAL	350
STR	65
DEF	41
AGL	47
EVA	0
ACC	3
LUCK	0
MAG	133
MAG DEF	0

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Mega-Phoenix x1
BRIBE ITEM	None
RARE BRIBE	None

LEFT REDOUBT



NONE

CHAPTERS	1	2	5

WHERE FOUND	Farplane
LEV	40
HP	2500
MP	99999
EXP	0
AP	10
GIL DROP	0
GIL STEAL	350
STR	65
DEF	41
AGL	47
EVA	0
ACC	3
LUCK	0
MAG	0
MAG DEF	Magic Def. -133

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Mega-Phoenix x1
BRIBE ITEM	None
RARE BRIBE	None

RIKKU



NONE

CHAPTERS	5

WHERE FOUND	Mushroom Rock
LEV	53
HP	7800
MP	92
EXP	800
AP	3
GIL DROP	200
GIL STEAL	300
STR	42
DEF	39
AGL	82
EVA	18
ACC	12
LUCK	0
MAG	31
MAG DEF	82

None	None	None
None	Invalid	None

IMM	Dth., Pet., Sil., Poi., Cur., Ejt., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (80)
DROP RATIO	255/255
ITEM DROP	Black Lore x1
RARE DROP	Black Lore x1
STEAL RATIO	128/255
STOLEN ITEM	Bushido Lore x1
RARE STEAL	Bushido Lore x1
BRIBE ITEM	None
RARE BRIBE	None

RONSO YOUTH



NONE

CHAPTERS	3

WHERE FOUND	Mt. Gagazet
LEV	24
HP	4060
MP	170
EXP	220
AP	2
GIL DROP	20
GIL STEAL	80
STR	51
DEF	48
AGL	78
EVA	0
ACC	2
LUCK	0
MAG	23
MAG DEF	3

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Cur., Doom, M.D.
DEF EFF	Drk. (20)
DROP RATIO	155/255
ITEM DROP	Remedy x1
RARE DROP	Remedy x2
STEAL RATIO	64/255
STOLEN ITEM	Mythril Bangle x1
RARE STEAL	Mythril Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

RUFFIAN



NONE

CHAPTERS	3	4	5

WHERE FOUND	Dry Plains
LEV	26
HP	1480
MP	45
EXP	90
AP	1
GIL DROP	250
GIL STEAL	480
STR	33
DEF	37
AGL	68
EVA	0
ACC	3
LUCK	0
MAG	50
MAG DEF	3

None	None	None
None	None	None

IMM	Cur.
DEF EFF	None
DROP RATIO	18/255
ITEM DROP	Potion x2
RARE DROP	Ether x1
STEAL RATIO	255/255
STOLEN ITEM	Grenade x1
RARE STEAL	S-Bomb x1
BRIBE ITEM	Mega Phoenix x3
RARE BRIBE	Mega Phoenix x3

RUKH



ROC

CHAPTERS	3	5

WHERE FOUND	Djose Highlands/Mt. Gagazet/ Bevelle Tower Floors 50-59
LEV	36 [43]
HP	12850 [16493]
MP	112
EXP	1220 [2130]
AP	1 [2]
GIL DROP	530 [840]
GIL STEAL	1000 [2000]
STR	98
DEF	28
AGL	66 [86]
EVA	23 [38]
ACC	3 [4]
LUCK	0
MAG	44
MAG DEF	255

None	None	None
None	Invalid	None

IMM	All *but* Ejt.
DEF EFF	Ejt. (42 [60]), Zan. (18 [28])
DROP RATIO	64/255 [255/255]
ITEM DROP	Phoenix Down x2 [Mega Phoenix x2]
RARE DROP	Angel Earrings x1 [Mega Phoenix x2]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Phoenix Down x2 [Angel Earrings x1]
RARE STEAL	Ether [Angel Earrings x1]
BRIBE ITEM	Mega Phoenix x30
RARE BRIBE	Mega Phoenix x35 [Mega Phoenix x40]

SAHAGIN



SAHAGIN

CHAPTERS	1, 2, 5
WHERE FOUND	Besaid/Bikanel/Bevelle Tower Floors 4-6

LEV	HP	MP	EXP	AP
3 [6]	60 [240]	28	3 [10]	1 [2]

GIL DROP	GIL STEAL
7 [20]	80 [160]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
12 [18]	14	68 [75]	0	0	0	58	62

None	None	Weak
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (2 [6]), Zan. (1 [2])
DROP RATIO	64/255 [255/255]
ITEM DROP	Potion x1 [Fish Scale x3]
RARE DROP	Fish Scale x1 [Fish Scale x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Potion x2]
RARE STEAL	Fish Scale x1 [Fish Scale x3]
BRIBE ITEM	Fish Scale x3 [Water Gem x4]
RARE BRIBE	Fish Scale x4 [Water Gem x8]

SAHAGIN CHIEF



SAHAGIN

CHAPTERS	5
WHERE FOUND	Bikanel/Ruin Depths/Bevelle Tower Floors 50-59

LEV	HP	MP	EXP	AP
42 [50]	9660 [13093]	65	300 [575]	1 [2]

GIL DROP	GIL STEAL
105 [148]	250 [480]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
47 [87]	34	71 [92]	0	1	0	37 [44]	26 [28]

None	None	Weak
Absorb	Invalid	None

IMM	Dth., Con., [Ber.], Cur., Stp. ([0]), Doom ([0]), Del., P.I., M.D.
DEF EFF	Pet. (100), Slp. (100), Drk. (100), Ejt. (38 [55]), Zan. (18 [27])
DROP RATIO	128/255 [255/255]
ITEM DROP	Water Gem x2 [Water Gem x4]
RARE DROP	Water Gem x3 [Water Gem x5]
STEAL RATIO	128/255 [64/255]
STOLEN ITEM	Blue Ring x1
RARE STEAL	NulTide Ring x1
BRIBE ITEM	Cerulean Ring x1 [Cerulean Ring x2]
RARE BRIBE	Cerulean Ring x1 [Cerulear Ring x3]

SAHAGIN PRINCE



SAHAGIN

CHAPTERS	5
WHERE FOUND	Bevelle Tower Floors 30-32

LEV	HP	MP	EXP	AP
48 [58]	6430 [13720]	25	185 [240]	1 [2]

GIL DROP	GIL STEAL
105 [178]	450 [700]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
52	34	91 [99]	0	4 [5]	0	63 [64]	61 [62]

None	None	Weak
Absorb	Invalid	None

IMM	Con., [Ber.], Cur., Stp., Doom, Del., P.I., M.D.
DEF EFF	Dth. (100), Pet. (100), Slp. (100), Sil. (100), Drk. (100), Poi. (100), Ejt. (2 [6]), Zan. (1 [2])
DROP RATIO	128/255
ITEM DROP	Hi-Potion x2 [Hi-Potion x6]
RARE DROP	Hi-Potion x3 [Hi-Potion x8]
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x2
RARE STEAL	Phoenix Down x3
BRIBE ITEM	X-Potion x20 [X-Potion x60]
RARE BRIBE	X-Potion x30 [X-Potion x80]

SALLET



HELM

CHAPTERS	1, 2, 5
WHERE FOUND	Besaid, Djose Temple, Bikanel, Others

LEV	HP	MP	EXP	AP
3 [4]	60 [248]	4	4 [12]	1 [2]

GIL DROP	GIL STEAL
10 [32]	90 [200]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
12 [13]	1	42 [46]	0	1	0	122	2

Fire –None	None	None
None	None	None

IMM	[Con.], [Ber.], Cur.
DEF EFF	Ejt. (12[22]), Zan. (1[5])
DROP RATIO	96/255 [255/255]
ITEM DROP	Potion x1 [Light Curtain x3]
RARE DROP	Light Curtain x1 [Light Curtain x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Potion x2]
RARE STEAL	Light Curtain x1 [Light Curtain x3]
BRIBE ITEM	Light Curtain x1 [Light Curtain x4]
RARE BRIBE	Light Curtain x2 [Light Curtain x6]

SAND WORM



WORM

CHAPTERS	3, 5
WHERE FOUND	Bikanel/Bevelle Tower Floors 24-26

LEV	HP	MP	EXP	AP
22 [26]	12722 [20558]	42	280 [550]	1 [2]

GIL DROP	GIL STEAL
340 [630]	600 [1300]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
41	34	44 [62]	0	1	0	0	0

None	None	None
Weak	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Con., [Ber.], Haste, Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (120 [160]), Zan. (30 [60])
DROP RATIO	64/255 [255/255]
ITEM DROP	Mythril Bangle x1 [Crystal Bangle x1]
RARE DROP	Mythril Gloves x1 [Crystal Bangle x1]
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1 [Stamina Tablet x1]
RARE STEAL	Phoenix Down x2 [Stamina Tablet x2]
BRIBE ITEM	Black Ring x2 [Bushido Lore x1]
RARE BRIBE	Black Ring x3 [Bushido Lore x2]

SANDY



NONE

CHAPTERS	5
WHERE FOUND	Farplane

LEV	HP	MP	EXP	AP
45	10330	9999	3000	8

GIL DROP	GIL STEAL
1000	3000

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
40	17	83	33	4	0	83	84

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (150)
DROP RATIO	255/255
ITEM DROP	Pixie Dust x1
RAFE DROP	Crystal Gloves x1
STEAL RATIO	128/255
STOLEN ITEM	Potpourri x1
RARE STEAL	Potpourri x1
BRIBE ITEM	None
RARE BRIBE	None

SCOUT MACHINA



MACHINA

CHAPTERS	3, 5
WHERE FOUND	Mi'ihen Highroad/Bevelle Palace Floors 24-26

LEV	HP	MP	EXP	AP
27	3444	0	280	1

GIL DROP	GIL STEAL
48	130

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
33	0	62	0	0	0	20	0

None	None	Absorb
None	None	None

IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom
DEF EFF	Ejt. (18)
DROP FATIO	128/255
ITEM DROP	S-Bomb x1
RARE DROP	M-Bomb x1
STEAL RATIO	128/255
STOLEN ITEM	S-Bomb x1
RARE STEAL	Silence Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

SHANTAK



ROC

CHAPTERS	1, 2, 5
WHERE FOUND	Mi'ihen Highroad/Mt. Gagazet/Bevelle Tower Floors 13-15

LEV	HP	MP	EXP	AP
16 [19]	1130 [1187]	47	90 [200]	1 [2]

GIL DROP	GIL STEAL
120 [220]	520 [1000]

STR	DEF	AGL	EVA	ACC	LUCK	MAG	MAG DEF
38	12	62 [81]	9 [11]	8 [10]	0	2	8

None	None	None
None	Invalid	None

IMM	Pet., Slp., Drk., Con., Ber., Cur., Stp., P.B., M.B., Del., P.I., M.D.
DEF EFF	Dth. (100), Sil. (50), Ejt. (34 [42]), Zan. (12 [20])
DROP RATIO	255/255
ITEM DROP	Phoenix Down x1 [Phoenix Down x6]
RARE DROP	Phoenix Down x2 [Phoenix Down x8]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Remedy x1
RARE STEAL	Black Choker x1 [Mega Phoenix x1]
BRIBE ITEM	Silver Glasses x1 [Blind Shock x1]
RARE BRIBE	Silver Glasses x1 [Blind Shock x1]

SHE GOON



NONE

CHAPTERS	1				

WHERE FOUND Luca/Mt. Gagazet

LEV	1	HP	7	MP	38
EXP	1	AP	1		

GIL DROP	30	GIL STEAL	80

STR	4	DEF	3	AGL	58
EVA	0	ACC	4	LUCK	0
MAG	3	MAG DEF	6		

None	None	None
None	None	None

IMM Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	Budget Grenade x1
RARE BRIBE	Phoenix Down x1

SHELL SHOCKER



HERMIT

CHAPTERS	1	2	3	4	5

WHERE FOUND Dry Plains, Bevelle Tower Floors 27-29

LEV	24 [31]	HP	4700 [4935]	MP	82
EXP	860 [1380]	AP	1 [2]		

GIL DROP	780 [1500]	GIL STEAL	1300 [2500]

STR	71 [78]	DEF	68	AGL	72 [94]
EVA	0	ACC	3 [4]	LUCK	0
MAG	72	MAG DEF	46		

None	None	None
None	Invalid	None

IMM Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., A.B., M.B., Doom, M.D.

DEF EFF Ejt. (240 [Immune]), Zan. (80 [100])

DROP RATIO	32/255 [255/255]
ITEM DROP	Black Ring x1 [Tetra Band x1]
RARE DROP	Titanium Bangle x1 [Tetra Band x1]
STEAL RATIO	32/255 [255/255]
STOLEN ITEM	Iron Bangle x1 [Mythril Bangle x1]
RARE STEAL	Mytrhil Gloves x1 [Mythril Bangle x1]
BRIBE ITEM	Black Ring x1 [Tetra Guard x1]
RARE BRIBE	Black Ring x2 [Tetra Guard x1]

SHIVA



NONE

CHAPTERS					5

WHERE FOUND Farplane

LEV	41	HP	14800	MP	9999
EXP	8000	AP	15		

GIL DROP	2000	GIL STEAL	5000

STR	69	DEF	58	AGL	124
EVA	58	ACC	6	LUCK	0
MAG	74	MAG DEF	183		

Weak	Absorb	None
None	Invalid	None

IMM Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.

DEF EFF Zan. (80)

DROP RATIO	255/255
ITEM DROP	Crystal Gloves x1
RARE DROP	Regal Crown x1
STEAL RATIO	128/255
STOLEN ITEM	Snow Ring x1
RARE STEAL	Snow Ring x1
BRIBE ITEM	None
RARE BRIBE	None

SKINK



REPTILE

CHAPTERS		2	3		5

WHERE FOUND Djose Temple/Bevelle/Calm Lands/Bevelle Tower Floors 21-23

LEV	25 [33]	HP	882 [2328]	MP	44 [46]
EXP	108 [188]	AP	1 [2]		

GIL DROP	78 [133]	GIL STEAL	330 [680]

STR	26 [31]	DEF	13	AGL	73 [78]
EVA	11 [14]	ACC	8 [10]	LUCK	0
MAG	28 [34]	MAG DEF	4		

None	Weak	None
None	None	None

IMM Poi., [Con.], [Ber.], Cur.

DEF EFF Dth. (30), Pet. (50), Ejt. (13 [29]), Zan. (1 [7])

DROP RATIO	64/255 [255/255]
ITEM DROP	Hi-Potion x1 [Dispel Tonic x3]
RARE DROP	Pretty Orb x1 [Dispel Tonic x4]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Dispel Tonic x4]
RARE STEAL	Dispel Tonic x1 [Dispel Tonic x6]
BRIBE ITEM	Dispel Tonic x20 [Chocobo Wing x12]
RARE BRIBE	Dispel Tonic x24 [Chocobo Wing x14]

SPINE DRAKE



DRAKE

CHAPTERS			3	4	5

WHERE FOUND Besaid/Mushroom Rock/Thunder Plains/Mt. Gagazet/Various

LEV	26 [32]	HP	2582 [8826]	MP	82 [103]
EXP	226 [378]	AP	1 [2]		

GIL DROP	127 [208]	GIL STEAL	333 [650]

STR	46 [47]	DEF	38 [40]	AGL	64 [74]
EVA	0	ACC	4 [5]	LUCK	0
MAG	92 [104]	MAG DEF	4 [5]		

None	Invalid	None
None	None	None

IMM Slp., Drk., Poi., [Con.], [Ber.], Cur., Slw., [P.B.]

DEF EFF Dth. (40), Pet. (30), Ejt. (18 [24]), Zan. (5 [6])

DROP RATIO	64/255 [255/255]
ITEM DROP	Arctic Wind x1 [Ice Gem x3]
RARE DROP	NulFrost Ring x1 [Ice Gem x4]
STEAL RATIO	255/255
STOLEN ITEM	Arctic Wind x1 [NulFrost Ring x1]
RARE STEAL	Ice Gem x1 [NulFrost Ring x1]
BRIBE ITEM	NulFrost Ring x1 [Snow Ring x1]
RARE BRIBE	NulFrost Ring x1 [Snow Ring x2]

STALWART



ARMOR

CHAPTERS	1	2			5

WHERE FOUND Kilika Island/Thunder Plains/Bevelle Tower Floors 4-6

LEV	30 [36]	HP	1240 [1312]	MP	175
EXP	122 [202]	AP	1 [2]		

GIL DROP	100 [210]	GIL STEAL	630 [980]

STR	75	DEF	42	AGL	36 [46]
EVA	0	ACC	8	LUCK	0
MAG	142	MAG DEF	13		

None	None	None
None	Invalid	None

IMM All *but* Pet., Con., Ejt., P.B, L.C., E.C., A.C.

DEF EFF Pet. (100), Con. (50 [Immune]), Ejt. (32 [38]), Zan. (15)

DROP RATIO	186/255 [255/255]
ITEM DROP	Phoenix Down x2 [Black Ring x1]
RARE DROP	Shadow Gem x1 [Black Ring x1]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Diamond Gloves x1]
RARE STEAL	Gauntlets x1 [Diamond Gloves x1]
BRIBE ITEM	Shadow Gem x30
RARE BRIBE	Shadow Gem x40 [Black Ring x1]

TAKOUBA



BLADE

CHAPTERS	1	2			5

WHERE FOUND Dry Plains, Bikanel, Mt. Gagazet, Bevelle Tower Floors 7-9

LEV	16 [19]	HP	984 [3936]	MP	0
EXP	75 [122]	AP	1 [2]		

GIL DROP	110 [185]	GIL STEAL	320 [530]

STR	33	DEF	0	AGL	112 [123]
EVA	0	ACC	3 [4]	LUCK	0
MAG	5	MAG DEF	4		

Weak	None	None
None	Invalid	None

IMM Slp., Sil., [Con.], [Ber.], Cur., A.B., M.B., M.D.

DEF EFF Dth. (30), Pet. (50), Drk. (30 [0]), Ejt. (20 [28]), Zan. (4 [7])

DROP RATIO	178/255 [255/255]
ITEM DROP	Phoenix Down x1 [Candle of Life x3]
RARE DROP	Phoenix Down x1 [Candle of Life x4]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Candle of Life x4]
RARE STEAL	Candle of Life x2 [Candle of Life x5]
BRIBE ITEM	Candle of Life x30 [Safety Bit x1]
RARE BRIBE	Candle of Life x40 [Safety Bit x2]

TAROMAITI



LARVA

CHAPTERS				4	5

WHERE FOUND Kilika Island/Djose Highland/Dry Plains/Thunder Plains/Macalania/Various

LEV	35	HP	1782	MP	999
EXP	650	AP	1		

GIL DROP	280	GIL STEAL	520

STR	16	DEF	32	AGL	64
EVA	0	ACC	2	LUCK	0
MAG	72	MAG DEF	66		

Weak	None	Absorb
None	Invalid	Weak

IMM Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom, M.D.

DEF EFF Ejt. (16), Zan. (3)

DROP RATIO	64/255
ITEM DROP	Star Pendant x1
RARE DROP	Venom Shock x1
STEAL RATIO	255/255
STOLEN ITEM	Antidote x2
RARE STEAL	Stamina Spring x1
BRIBE ITEM	Stamina Spring x60
RARE BRIBE	Stamina Spring x99

TAWRICH



Type	NONE
CHAPTERS	2 3 5
WHERE FOUND	Bikanel
LEV	38
HP	5440
MP	9999
EXP	0
AP	0
GIL DROP	0
GIL STEAL	None
STR	85
DEF	42
AGL	113
EVA	0
ACC	1
LUCK	0
MAG	99
MAG DEF	0

None	None	None
None	Invalid	None

IMM	P.B., M.B., L.C., E.C., A.C.
DEF EFF	Zan. (255)
DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

TENTACLES



Type	CEPHALOPOD
CHAPTERS	3 5
WHERE FOUND	Macalania, Bevelle Tower Floors 36-39
LEV	35 [38]
HP	2530 [10120]
MP	64
EXP	143 [220]
AP	1 [2]
GIL DROP	95 [180]
GIL STEAL	380 [760]
STR	44 [46]
DEF	34
AGL	61 [77]
EVA	0
ACC	6 [8]
LUCK	0
MAG	38
MAG DEF	47

None	None	None
Absorb	Absorb	None

IMM	Pet., Slp., Cur., Stp., M.D.
DEF EFF	Dth. (80), Sil. (80 [0]), Poi. (30 [0]), Con. (50 [Res.]), Ber. (100 [Res.), Ejt. (12 [22]), Zan. (4 [10])
DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Phoenix Down x4]
RARE DROP	Phoenix Down x2 [Phoenix Down x5]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Phoenix Down x1 [Mega Phoenix x2]
RARE STEAL	Blue Ring x1 [Mega Phoenix x3]
BRIBE ITEM	Blue Ring x1 [Mega Phoenix x16]
RARE BRIBE	Cerulean Ring x1 [Mega Phoenix x20]

TINDALOS



Type	LUPINE
CHAPTERS	5
WHERE FOUND	Farplane, Bevelle Tower Floors 61-64
LEV	30 [36]
HP	3324 [7330]
MP	12
EXP	900 [985]
AP	1 [2]
GIL DROP	315 [550]
GIL STEAL	660 [1200]
STR	40
DEF	19
AGL	135 [152]
EVA	33 [41]
ACC	3 [4]
LUCK	0
MAG	4 [8]
MAG DEF	3 [4]

None	None	None
None	None	None

IMM	Slp., [Con.], [Ber.], Cur., Stp. ([0]), M.D.
DEF EFF	Dth. (80) Ejt. (13 [26]), Zan. (1 [6])
DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Sprint Shoes x1]
RARE DROP	Hi-Potion x2 [Sprint Shoes x1]
STEAL RATIO	255/255 [128/255]
STOLEN ITEM	Hi-Potion x1 [Chocobo Feather x1]
RARE STEAL	Hi-Potion x1 [Chocobo Feather x1]
BRIBE ITEM	Chocobo Feather x20 [Chocobo Wing x30]
RARE BRIBE	Chocobo Feather x30 [Chocobo Wing x40]

TOMB



Type	DOOMSTONE
CHAPTERS	3 5
WHERE FOUND	Djose Highlands/Calm Lands/Bevelle Palace Floors 27-29
LEV	27
HP	4820
MP	999
EXP	480
AP	1
GIL DROP	130
GIL STEAL	380
STR	34
DEF	66
AGL	85
EVA	0
ACC	3
LUCK	0
MAG	64
MAG DEF	1

Half	Half	Half
Weak	Invalid	Weak

IMM	Dth., Pet., Slp., Sil., Cur., Slw., Stp., Doom, M.D.
DEF EFF	Drk. (100), Poi. (100), Con. (100), Ber. (50), Ejt. (24), Zan. (7)
DROP RATIO	128/255
ITEM DROP	Remedy x1
RARE DROP	White Cape x1
STEAL RATIO	128/255
STOLEN ITEM	Remedy x1
RARE STEAL	Black Choker x1
BRIBE ITEM	Faerie Earrings x1
RARE BRIBE	Faerie Earrings x1

TONBERRY



Type	TONBERRY
CHAPTERS	1 2 5
WHERE FOUND	Mushroom Rock/Bevelle Palace
LEV	21 [25]
HP	9999 [39996]
MP	0
EXP	120 [250]
AP	2 [3]
GIL DROP	300 [600]
GIL STEAL	1500 [3000]
STR	16
DEF	46
AGL	71 [78]
EVA	0
ACC	4 [5]
LUCK	0
MAG	3
MAG DEF	4

None	None	None
Half	Invalid	None

IMM	All
DEF EFF	Ejt. (100 [200]), Zan. (60 [110])
DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Turbo Ether x2]
RARE DROP	Ether x1 [Turbo Ether x2]
STEAL RATIO	64/255
STOLEN ITEM	Ether x1 [Turbo Ether x1]
RARE STEAL	Ether x1 [Turbo Ether x1]
BRIBE ITEM	Ether x99 [Sword Lore x3]
RARE BRIBE	Ether x99 [Sword Lore x4]

TREMA



Type	NONE
CHAPTERS	5
WHERE FOUND	Bevelle Palace Bottom Floor
LEV	99
HP	999999
MP	999
EXP	10000
AP	50
GIL DROP	10000
GIL STEAL	300
STR	255
DEF	255
AGL	128
EVA	99
ACC	26
LUCK	0
MAG	255
MAG DEF	255

None	None	None
None	Invalid	None

IMM	All
DEF EFF	Zan. (255)
DROP RATIO	255/255
ITEM DROP	Dark Matter x1
RARE DROP	Dark Matter x2
STEAL RATIO	128/255
STOLEN ITEM	Ether x1
RARE STEAL	Turbo Ether x2
BRIBE ITEM	None
RARE BRIBE	None

ULTIMA WEAPON



Type	TYPE –WEAPON
CHAPTERS	5
WHERE FOUND	Ruin Depths/Bevelle Palace Floors 47-49
LEV	82 [86]
HP	34300 [67515]
MP	9999
EXP	3350 [4230]
AP	1 [2]
GIL DROP	3000 [4200]
GIL STEAL	3000 [6000]
STR	74 [86]
DEF	53 [63]
AGL	112 [155]
EVA	0
ACC	4 [10]
LUCK	0
MAG	32 [82]
MAG DEF	33 [83]

None	None	None
None	Invalid	None

IMM	All *but* Ejt.
DEF EFF	Ejt. (200 [220]), Zan. (100 [120])
DROP RATIO	255/255
ITEM DROP	Safety Bit x1 [Rune Bracer x1]
RARE DROP	Rune Bracer x1 [Crystal Bangle x1]
STEAL RATIO	128/255
STOLEN ITEM	Supreme Gem x1
RARE STEAL	Supreme Gem x2
BRIBE ITEM	Defense Bracer x8 [Ribbon x3]
RARE BRIBE	Ribbon x1 [Ribbon x3]

VALEFOR



Type	NONE
CHAPTERS	3
WHERE FOUND	Besaid
LEV	22
HP	8430
MP	9999
EXP	1500
AP	15
GIL DROP	1200
GIL STEAL	1500
STR	97
DEF	11
AGL	125
EVA	25
ACC	3
LUCK	0
MAG	76
MAG DEF	20

None	None	None
None	Invalid	None

IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., P.I., M.D.
DEF EFF	Zan. (80)
DROP RATIO	255/255
ITEM DROP	Moon Bracer x1
RARE DROP	Moon Bracer x1
STEAL RATIO	128/255
STOLEN ITEM	Healing Spring x4
RARE STEAL	Healing Spring x6
BRIBE ITEM	None
RARE BRIBE	None

VARAN



IMP

CHAPTERS	4	5

WHERE FOUND	Besaid/Dry Plains/Thunder Plains/Macalania/Calm Lands/Various				
LEV	28	HP	1132	MP	480
EXP	410	AP	1		
GIL DROP	240	GIL STEAL	443		
STR	6	DEF	43	AGL	84
EVA	42	ACC	0	LUCK	0
MAG	22	MAG DEF	214		
Fire	Weak	Water	None	Lightning	None
Ice	None	Gravity	None	Holy	None
IMM	Sil., Con., Cur., Slw., Stp., M.B., Doom				
DEF EFF	Dth. (70), Pet. (50), Slp. (60), Drk. (30), Poi. (60), Ber. (30), Ejt. (12), Zan. (1)				
DROP RATIO	128/255				
ITEM DROP	Holy Water x1				
RARE DROP	Holy Water x2				
STEAL RATIO	255/255				
STOLEN ITEM	Dispel Tonic x1				
RARE STEAL	Dispel Tonic x2				
BRIBE ITEM	Dispel Tonic x24				
RARE BRIBE	Dispel Tonic x30				

VEGNAGUN ARM



NONE

CHAPTERS	5

WHERE FOUND	Farplane				
LEV	38	HP	18220	MP	9999
EXP	6000	AP	5		
GIL DROP	3000	GIL STEAL	3000		
STR	13	DEF	18	AGL	34
EVA	0	ACC	3	LUCK	0
MAG	13	MAG DEF	17		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All				
DEF EFF	Zan. (255)				
DROP RATIO	255/255				
ITEM DROP	Mythril Bangle x1				
RARE DROP	Mythril Bangle x1				
STEAL RATIO	128/255				
STOLEN ITEM	Elixir x1				
RARE STEAL	Elixir x2				
BRIBE ITEM	None				
RARE BRIBE	None				

VEGNAGUN CORE



NONE

CHAPTERS	5

WHERE FOUND	Farplane				
LEV	43	HP	33040	MP	9999
EXP	7000	AP	10		
GIL DROP	3000	GIL STEAL	4000		
STR	54	DEF	42	AGL	35
EVA	0	ACC	4	LUCK	0
MAG	98	MAG DEF	108		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All				
DEF EFF	Zan. (255)				
DROP RATIO	255/255				
ITEM DROP	Megalixir x1				
RARE DROP	Megalixir x1				
STEAL RATIO	128/255				
STOLEN ITEM	Turbo Ether x1				
RARE STEAL	Turbo Ether x1				
BRIBE ITEM	None				
RARE BRIBE	None				

VEGNAGUN FACE



NONE

CHAPTERS	5

WHERE FOUND	Farplane				
LEV	57	HP	38420	MP	99999
EXP	0	AP	10		
GIL DROP	0	GIL STEAL	8000		
STR	56	DEF	52	AGL	36
EVA	0	ACC	4	LUCK	0
MAG	71	MAG DEF	59		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All				
DEF EFF	Zan. (255)				
DROP RATIO	None				
ITEM DROP	None				
RARE DROP	None				
STEAL RATIO	128/255				
STOLEN ITEM	Megalixir x1				
RARE STEAL	Megalixir x1				
BRIBE ITEM	None				
RARE BRIBE	None				

VEGNAGUN TAIL



NONE

CHAPTERS	5

WHERE FOUND	Farplane				
LEV	41	HP	34200	MP	9999
EXP	5000	AP	5		
GIL DROP	3000	GIL STEAL	3000		
STR	77	DEF	72	AGL	115
EVA	0	ACC	3	LUCK	0
MAG	82	MAG DEF	76		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	Invalid	Holy	None
IMM	All				
DEF EFF	Zan. (255)				
DROP RATIO	255/255				
ITEM DROP	Megalixir x1				
RARE DROP	Megalixir x1				
STEAL RATIO	128/255				
STOLEN ITEM	X-Potion x4				
RARE STEAL	X-Potion x6				
BRIBE ITEM	None				
RARE BRIBE	None				

VERTIGO



EVIL EYE

CHAPTERS	2	3	5

WHERE FOUND	Bevelle/Bevelle Tower Floors 13-15				
LEV	18 [22]	HP	688 [2352]	MP	57
EXP	65 [108]	AP	1 [2]		
GIL DROP	36 [78]	GIL STEAL	130 [270]		
STR	24	DEF	31	AGL	58 [64]
EVA	14 [18]	ACC	4 [5]	LUCK	0
MAG	3	MAG DEF	7		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	None	Holy	None
IMM	[Con.], [Ber.], Cur., Slw. ([0])				
DEF EFF	Ejt. (14 [22]), Zan. (1 [4])				
DROP RATIO	128/255 [255/255]				
ITEM DROP	Antidote x1 [Remedy x3]				
RARE DROP	Holy Water x1 [Remedy x4]				
STEAL RATIO	255/255				
STOLEN ITEM	Antidote x2 [Tarot Card x1]				
RARE STEAL	Antidote x3 [Tarot Card x1]				
BRIBE ITEM	Silver Glasses x1 [Elixir x2]				
RARE BRIBE	Silver Glasses x1 [Elixir x2]				

VESPA



WASP

CHAPTERS	3	5

WHERE FOUND	Calm Lands/Mt. Gagazet/Bevelle Tower Floors 36-39				
LEV	25 [28]	HP	983 [2758]	MP	32
EXP	185 [294]	AP	1 [2]		
GIL DROP	78 [124]	GIL STEAL	244 [460]		
STR	36 [37]	DEF	6	AGL	101 [168]
EVA	37 [47]	ACC	12 [15]	LUCK	0
MAG	4	MAG DEF	2		
Fire	Fire –None	Water	Weak	Lightning	None
Ice	None	Gravity	None	Holy	None
IMM	[Con.], [Ber.], Cur., Stp. ([0]), [P.B.]				
DEF EFF	Ejt. (6 [8]), Zan. (0 [2])				
DROP RATIO	128/255 [255/255]				
ITEM DROP	Antidote x2 [Poison Fang x4]				
RARE DROP	Remedy x1 [Poison Fang x6]				
STEAL RATIO	255/255				
STOLEN ITEM	Echo Screen x2 [Star Pendant x1]				
RARE STEAL	Poison Fang x1 [Star Pendant x1]				
BRIBE ITEM	Remedy x5 [Faerie Earrings x1]				
RARE BRIBE	Remedy x6 [Faerie Earrings x1]				

VIPER SNIPER



BANDOLEER

CHAPTERS	2	5

WHERE FOUND	Mt. Gagazet/Bevelle Tower Floors 13-15				
LEV	18	HP	256	MP	0
EXP	10	AP	1		
GIL DROP	20	GIL STEAL	60		
STR	32	DEF	0	AGL	73
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		
Fire	None	Water	None	Lightning	None
Ice	None	Gravity	None	Holy	None
IMM	Dth., Pet., Slp., Sil., Poi., Cur., Doom				
DEF EFF	None				
DROP RATIO	128/255				
ITEM DROP	Budget Grenade x1				
RARE DROP	Grenade x1				
STEAL RATIO	255/255				
STOLEN ITEM	Phoenix Down x1				
RARE STEAL	Phoenix Down x1				
BRIBE ITEM	None				
RARE BRIBE	None				

VOLCANO



BOMB

CHAPTERS	5
WHERE FOUND	Farplane, Bevelle Tower Floors 65-69
LEV	37 [44]
HP	6210 [10840]
MP	488
EXP	880 [1280]
AP	1 [2]
GIL DROP	330 [400]
GIL STEAL	750 [1600]
STR	42
DEF	5
AGL	79 [80]
EVA	0
ACC	1
LUCK	0
MAG	54
MAG DEF	8
Fire	Absorb
Water	None
Thunder	None
Ice	None
Gravity	Invalid
Holy	None
IMM	Slp., Sil., Con., Ber., Cur., Del., P.I., M.D.
DEF EFF	Dth. (100), Pet. (80), Ejt. (16 [24]), Zan. (3 [5])
DROP RATIO	255/255
ITEM DROP	Fire Gem x4 [Crimson Ring x1]
RARE DROP	Fire Gem x6 [Crimson Ring x1]
STEAL RATIO	128/255
STOLEN ITEM	Hi-Potion x1 [Fire Gem x2]
RARE STEAL	NulBlaze Ring x1 [Fire Gem x3]
BRIBE ITEM	Crimson Ring x2 [Soul of Thamasa x4]
RARE BRIBE	Soul of Thamasa x1 [Soul of Thamasa x6]

WASP QUEEN



WASP

CHAPTERS	5
WHERE FOUND	Bikanel/Bevelle Tower Floors 50-59
LEV	38 [46]
HP	7334 [9815]
MP	23
EXP	230 [310]
AP	1 [2]
GIL DROP	98 [153]
GIL STEAL	180 [380]
STR	62 [88]
DEF	13
AGL	82 [124]
EVA	50 [63]
ACC	1
LUCK	0
MAG	18 [28]
MAG DEF	3
Fire	None
Water	None
Thunder	None
Ice	None
Gravity	Invalid
Holy	None
IMM	Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw. ([0]), Stp. ([0]), [P.B.], Doom ([0]), Del., P.I., M.D.
DEF EFF	Ejt. (40 [60]), Zan. (22 [33])
DROP RATIO	128/255 [255/255]
ITEM DROP	Poison Fang x2 [Poison Fang x4]
RARE DROP	Poison Fang x2 [Poison Fang x5]
STEAL RATIO	128/255
STOLEN ITEM	Poison Fang x2 [Poison Fang x4]
RARE STEAL	Poison Fang x2 [Poison Fang x4]
BRIBE ITEM	Poison Fang x99
RARE BRIBE	Poison Fang x99

WATCHER-A



MACHINA

CHAPTERS	3, 4, 5
WHERE FOUND	Besaid/Kilika Island/Mi'ihen Highroad/Mushroom Rock/Various
LEV	44
HP	624
MP	512
EXP	100
AP	1
GIL DROP	0
GIL STEAL	None
STR	38
DEF	33
AGL	50
EVA	0
ACC	0
LUCK	0
MAG	55
MAG DEF	50
Fire	None
Water	None
Thunder	Absorb
Ice	None
Gravity	Invalid
Holy	None
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Doom, Del., P.I., M.D.
DEF EFF	None
DROP RATIO	32/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Potion x2
BRIBE ITEM	None
RARE BRIBE	None

WATCHER-R



MACHINA

CHAPTERS	3, 4, 5
WHERE FOUND	Besaid/Kilika Island/Mi'ihen Highroad/Mushroom Rock/Various
LEV	45
HP	620
MP	512
EXP	100
AP	1
GIL DROP	0
GIL STEAL	None
STR	40
DEF	33
AGL	50
EVA	0
ACC	0
LUCK	0
MAG	55
MAG DEF	50
Fire	None
Water	None
Thunder	Absorb
Ice	None
Gravity	Invalid
Holy	None
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Doom, Del., P.I., M.D.
DEF EFF	None
DROP RATIO	32/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Potion x2
BRIBE ITEM	None
RARE BRIBE	None

WATCHER-S



MACHINA

CHAPTERS	3, 4, 5
WHERE FOUND	Besaid/Kilika Island/Mi'ihen Highlands/Mushroom Rock/Various
LEV	44
HP	620
MP	512
EXP	100
AP	1
GIL DROP	0
GIL STEAL	0
STR	40
DEF	33
AGL	50
EVA	0
ACC	0
LUCK	0
MAG	55
MAG DEF	50
Fire	None
Water	None
Thunder	Absorb
Ice	None
Gravity	Invalid
Holy	None
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Doom, Del., P.I., M.D.
DEF EFF	None
DROP RATIO	32/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Potion x2
BRIBE ITEM	None
RARE BRIBE	None

WHITE ELEMENTAL



ELEMENTAL

CHAPTERS	1, 2, 5
WHERE FOUND	Macalania/Zanarkand Ruins/Others
LEV	14 [18]
HP	77 [308]
MP	155
EXP	28 [53]
AP	1 [2]
GIL DROP	26 [50]
GIL STEAL	104 [220]
STR	1
DEF	31 [33]
AGL	58 [64]
EVA	0
ACC	0
LUCK	0
MAG	198 [202]
MAG DEF	105
Fire	Weak
Water	Absorb
Thunder	Invalid
Ice	Invalid
Gravity	None
Holy	None
IMM	Pet., Slp., Con., Ber., Cur., [M.B.]
DEF EFF	Ejt. (6 [10]), Zan. (0 [3])
DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Antarctic Wind x3]
RARE DROP	Antarctic Wind x1 [Antarctic Wind x4]
STEAL RATIO	255/255
STOLEN ITEM	Antarctic Wind x1 [Arctic Wind x2]
RARE STEAL	Antarctic Wind x2 [Arctic Wind x3]
BRIBE ITEM	Ice Gem x1 [Ice Gem x8]
RARE BRIBE	Ice Gem x2 [Ice Gem x10]

WHITE FANG



LUPINE

CHAPTERS	1, 2, 5
WHERE FOUND	Mt. Gagazet/Bevelle Tower Floors 16-19
LEV	13 [16]
HP	378 [1412]
MP	4
EXP	40 [78]
AP	1 [2]
GIL DROP	48 [90]
GIL STEAL	160 [320]
STR	32
DEF	6
AGL	74 [79]
EVA	6 [8]
ACC	3 [4]
LUCK	0
MAG	3
MAG DEF	1
Fire	None
Water	None
Thunder	None
Ice	None
Gravity	None
Holy	None
IMM	Slp., [Con.], [Ber.], Cur.
DEF EFF	Ejt. (11 [24]), Zan. (1 [6])
DROP RATIO	96/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Hi-Potion x1 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Hi-Potion x4]
RARE STEAL	Phoenix Down 1 [Hi-Potion x5]
BRIBE ITEM	Hi-Potion x4 [Chocobo Wing x3]
RARE BRIBE	Hi-Potion x5 [Chocobo Wing x4]

WIGHT



REVENANT

CHAPTERS	5
WHERE FOUND	Farplane/Bevelle Palace Floors 75-79
LEV	38
HP	4278
MP	2100
EXP	1130
AP	1
GIL DROP	520
GIL STEAL	1300
STR	12
DEF	48
AGL	68
EVA	0
ACC	2
LUCK	0
MAG	99
MAG DEF	92
Fire	Varies
Water	Varies
Thunder	Changes
Ice	Varies
Gravity	Absorb
Holy	Weak
IMM	Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., P.I., M.D.
DEF EFF	Ejt. (28), Zan. (8)
DROP RATIO	64/255
ITEM DROP	Ether x2
RARE DROP	Ether x3
STEAL RATIO	255/255
STOLEN ITEM	Stamina Spring x1
RARE STEAL	Stamina Spring x2
BRIBE ITEM	Soul Spring x18
RARE BRIBE	Soul Spring x24

WILD WOLF



LUPINE

CHAPTERS: 1 2 3 5

WHERE FOUND: Mi'ihen Highroad/Calm Lands/Bevelle Tower Floors 10-12

LEV	8 [11]	HP	185 [740]	MP	0
EXP	10 [26]	AP	1 [2]		
GIL DROP	12 [28]	GIL STEAL	70 [160]		
STR	20 [21]	DEF	3	AGL	73 [81]
EVA	3 [4]	ACC	3 [4]	LUCK	0
MAG	2	MAG DEF	1		

None	None	None
None	None	None

IMM: [Con.], [Ber.], Cur.

DEF EFF: Ejt. (10[20]), Zan. (1[5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Potion x2 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Hi-Potion x2]
RARE STEAL	Phoenix Down x1 [Phoenix Down x3]
BRIBE ITEM	Phoenix Down x12 [Phoenix Down x30]
RARE BRIBE	Phoenix Down x16 [Phoenix Down x40]

XIPHACTINUS



DINOFISH

CHAPTERS: 1 2 5

WHERE FOUND: Macalania/Bevelle Tower Floors 13-15

LEV	12 [14]	HP	773 [2892]	MP	0
EXP	77 [102]	AP	1 [2]		
GIL DROP	30	GIL STEAL	130 [220]		
STR	77	DEF	18	AGL	53 [58]
EVA	0	ACC	4 [5]	LUCK	0
MAG	112	MAG DEF	0		

None	None	Weak
None	Weak	None

IMM: Pet., Slp., [Con.], [Ber.], Cur.

DEF EFF: Drk. (50 [0]), Poi. (10 [0]), Ejt. (14 [18]), Zan. (3 [5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Fish Scale x1 [Water Gem x2]
RARE DROP	Fish Scale x2 [Water Gem x3]
STEAL RATIO	255/255
STOLEN ITEM	Fish Scale x1 [Water Gem x2]
RARE STEAL	Fish Scale x1 [Water Gem x3]
BRIBE ITEM	Water Gem x24 [NulTide Ring x1]
RARE BRIBE	Water Gem x30 [NulTide Ring x1]

YAC-13



MECH

CHAPTERS: 2 5

WHERE FOUND: Bevelle/Bevelle Palace Floors 16-19

LEV	17	HP	1380	MP	0
EXP	80	AP	1		
GIL DROP	25	GIL STEAL	240		
STR	31	DEF	29	AGL	50
EVA	0	ACC	0	LUCK	0
MAG	52	MAG DEF	0		

None	None	Weak
None	None	None

IMM: Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Slw., Doom

DEF EFF: Ejt. (18), Zan. (2)

DROP RATIO	128/255
ITEM DROP	S-Bomb x1
RARE DROP	Silence Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	S-Bomb x1
RARE STEAL	Sleep Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

YAC-62



MECH

CHAPTERS: 3 5

WHERE FOUND: Bevelle/Bevelle Palace Floors 44-46

LEV	31	HP	4100	MP	0
EXP	255	AP	1		
GIL DROP	94	GIL STEAL	300		
STR	42	DEF	58	AGL	62
EVA	0	ACC	0	LUCK	0
MAG	52	MAG DEF	0		

None	None	Weak
None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom, M.D.

DEF EFF: Ejt. (18), Zan. (2)

DROP RATIO	128/255
ITEM DROP	Sleep Grenade x1
RARE DROP	Darkness Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Darkness Grenade x1
RARE STEAL	Sleep Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

YAIBAL



NONE

CHAPTERS: 5

WHERE FOUND: Mushroom Rock

LEV	26	HP	4330	MP	48
EXP	500	AP	1		
GIL DROP	100	GIL STEAL	1000		
STR	55	DEF	12	AGL	71
EVA	0	ACC	8	LUCK	0
MAG	47	MAG DEF	10		

None	None	None
None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Ber., Cur., Ejt., Slw., Stp., Doom, Del., P.I., M.D.

DEF EFF: Drk. (20), Poi. (20), Con. (100), Zan. (10)

DROP RATIO	255/255
ITEM DROP	Muscle Belt x1
RARE DROP	Muscle Belt x1
STEAL RATIO	255/255
STOLEN ITEM	Chocobo Feather x1
RARE STEAL	Chocobo Feather x2
BRIBE ITEM	None
RARE BRIBE	None

YAU-28



MECH

CHAPTERS: 2 5

WHERE FOUND: Bevelle/Bevelle Floors 16-19

LEV	18	HP	1270	MP	0
EXP	80	AP	1		
GIL DROP	25	GIL STEAL	240		
STR	52	DEF	0	AGL	81
EVA	0	ACC	0	LUCK	0
MAG	48	MAG DEF	36		

None	None	None
None	None	None

IMM: Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom

DEF EFF: Ejt. (18), Zan. (4)

DROP RATIO	255/255
ITEM DROP	S-Bomb x1
RARE DROP	Darkness Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	Grenade x1
RARE STEAL	S-Bomb
BRIBE ITEM	None
RARE BRIBE	None

YAU-71



MECH

CHAPTERS: 3 5

WHERE FOUND: Kilika Island/Bevelle/Bevelle Palace Floors 44-46

LEV	34	HP	3800	MP	0
EXP	255	AP	1		
GIL DROP	94	GIL STEAL	300		
STR	42	DEF	0	AGL	89
EVA	0	ACC	0	LUCK	0
MAG	52	MAG DEF	36		

None	None	None
None	Invalid	None

IMM: Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom, M.D.

DEF EFF: Ejt. (18), Zan. (4)

DROP RATIO	128/255
ITEM DROP	Sleep Grenade x1
RARE DROP	Silence Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Silence Grenade x1
RARE STEAL	Sleep Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

YELLOW ELEMENTAL



ELEMENTAL

CHAPTERS: 1 5

WHERE FOUND: Mt. Gagazet/Bevelle Tower Floors 4-6

LEV	1 [2]	HP	12 [48]	MP	120
EXP	2 [8]	AP	1 [2]		
GIL DROP	24 [43]	GIL STEAL	100 [200]		
STR	2	DEF	5	AGL	62 [68]
EVA	0	ACC	0	LUCK	0
MAG	188	MAG DEF	100		

Invalid	Invalid	Absorb
Weak	None	None

IMM: Pet., Slp., Con., Ber., Cur., [M.B.]

DEF EFF: Ejt. (6 [10]), Zan. (0 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Electro Marble x3]
RARE DROP	Phoenix Down x1 [Electro Marble x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Electro Marble x1]
RARE STEAL	Electro Marble x1 [Lightning Marble x1]
BRIBE ITEM	Electro Marble x1 [Lightning Marble x2]
RARE BRIBE	Lightning Marble x1 [Lightning Marble x2]

YEVON DEFENDER



NONE

CHAPTERS	1, 2
WHERE FOUND	Kilika Island/Bevelle
LEV	12
HP	186
MP	38
EXP	10
AP	1
GIL DROP	40
GIL STEAL	100
STR	16
DEF	8
AGL	49
EVA	0
ACC	1
LUCK	0
MAG	27
MAG DEF	22
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / None / None
IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Hi-Potion x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	X-Potion x1

YEVON GUARD



NONE

CHAPTERS	1, 2
WHERE FOUND	Kilika Island/Bevelle
LEV	11
HP	223
MP	22
EXP	10
AP	1
GIL DROP	40
GIL STEAL	100
STR	32
DEF	6
AGL	62
EVA	0
ACC	2
LUCK	0
MAG	33
MAG DEF	27
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / None / None
IMM	Cur.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Hi-Potion x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	Phoenix Down x16

YEVON STRIKER



NONE

CHAPTERS	3, 5
WHERE FOUND	Kilika Island
LEV	32
HP	1730
MP	65
EXP	80
AP	1
GIL DROP	140
GIL STEAL	300
STR	36
DEF	17
AGL	73
EVA	0
ACC	2
LUCK	0
MAG	33
MAG DEF	31
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / None / None
IMM	Cur., Slw., Stp.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Holy Water x1
RARE STEAL	Ether x1
BRIBE ITEM	Ether x10
RARE BRIBE	Ether x12

YEVON'S FINEST



NONE

CHAPTERS	3, 5
WHERE FOUND	Kilika Island
LEV	22
HP	1722
MP	89
EXP	80
AP	1
GIL DROP	140
GIL STEAL	300
STR	22
DEF	22
AGL	62
EVA	0
ACC	1
LUCK	0
MAG	28
MAG DEF	23
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / None / None
IMM	Cur., Slw., Stp.
DEF EFF	None
DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Holy Water x1
RARE STEAL	Fiery Gleam x1
BRIBE ITEM	X-Potion x4
RARE BRIBE	X-Potion x5

YOJIMBO



NONE

CHAPTERS	3, 5
WHERE FOUND	Calm Lands
LEV	36
HP	22000
MP	9999
EXP	2000
AP	15
GIL DROP	1500
GIL STEAL	2000
STR	44
DEF	61
AGL	120
EVA	0
ACC	7
LUCK	0
MAG	50
MAG DEF	106
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / Invalid / None
IMM	All
DEF EFF	Zan. (120)
DROP RATIO	255/255
ITEM DROP	Recovery Bracer x1
RARE DROP	Recovery Bracer x1
STEAL RATIO	128/255
STOLEN ITEM	Power Wrist x1
RARE STEAL	Power Wrist x1
BRIBE ITEM	None
RARE BRIBE	None

YSLS-99



DEFENDER

CHAPTERS	2, 3, 5
WHERE FOUND	Bevelle/Bevelle Tower Floors 21-23
LEV	18 [22]
HP	2775 [6838]
MP	0
EXP	200 [300]
AP	1 [2]
GIL DROP	400 [800]
GIL STEAL	1000 [2000]
STR	92
DEF	0
AGL	50 [60]
EVA	0
ACC	2 [3]
LUCK	0
MAG	71 [81]
MAG DEF	62
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / Invalid / None
IMM	Dth., Pet., Slp., Sil. ([0]), Poi. ([0]), Con., Ber., Cur. ([0]), Slw., Stp., Doom, P.I., M.D.
DEF EFF	Ejt. (28 [54]), Zan. (8 [10])
DROP RATIO	255/255
ITEM DROP	Stamina Tablet x1 [Diamond Gloves x1]
RARE DROP	Stamina Tablet x1 [Diamond Gloves x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Mythril Gloves x1 [Power Gloves x1]
RARE STEAL	Defense Veil x1 [Power Gloves x1]
BRIBE ITEM	None
RARE BRIBE	None

YSLS-ZERO



DEFENDER

CHAPTERS	1, 2, 5
WHERE FOUND	Kilika Island/Bevelle/Bevelle Tower Floors 10-12
LEV	11 [13]
HP	1935 [4831]
MP	0
EXP	350 [610]
AP	1 [2]
GIL DROP	100 [1200]
GIL STEAL	1400 [3000]
STR	74
DEF	0
AGL	62 [74]
EVA	0
ACC	2 [3]
LUCK	0
MAG	104
MAG DEF	3
Fire / Water / Thunder	None / None / None
Ice / Gravity / Wind	None / Invalid / None
IMM	Dth., Pet., Slp., Sil. ([0]), Poi. ([0]), Con., Ber., Cur. ([0]), Stp., Doom, P.I., M.D.
DEF EFF	Ejt. (32 [60]), Zan. (10 [12])
DROP RATIO	255/255
ITEM DROP	Wristband x1 [Hyper Wrist x1]
RARE DROP	Wristband x1 [Hyper Wrist x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Mythril Gloves x1 [Diamond Gloves x1]
RARE STEAL	Mythril Gloves x1 [Diamond Gloves x1]
BRIBE ITEM	None
RARE BRIBE	None

ZALAMANDER



DRAGON

CHAPTERS	4, 5
WHERE FOUND	Thunder Plains/Bevelle Tower Floors 41-43
LEV	41 [49]
HP	12850 [14243]
MP	276
EXP	1200 [2100]
AP	1 [2]
GIL DROP	930 [1300]
GIL STEAL	1300 [2500]
STR	123 [134]
DEF	51 [61]
AGL	98 [126]
EVA	0
ACC	4 [5]
LUCK	0
MAG	84 [99]
MAG DEF	72 [74]
Fire / Water / Thunder	None / Weak / None
Ice / Gravity / Wind	None / Invalid / None
IMM	All *but* Drk., Ejt.
DEF EFF	Drk. (50), Ejt. (45 [55]), Zan. (15 [25])
DROP RATIO	255/255
ITEM DROP	Crimson Ring x1 [Sublimator x1]
RARE DROP	Crimson Ring x1 [Sublimator x1]
STEAL RATIO	255/255 [64/255]
STOLEN ITEM	Sublimator x1 [Freezerburn x1]
RARE STEAL	Sublimator x1 [Freezerburn x1]
BRIBE ITEM	Crimson Ring x2 [Tetra Band x1]
RARE BRIBE	Crimson Ring x3 [Tetra Band x1]

ZARICH



NONE

CHAPTERS			3		5

WHERE FOUND	Bikanel

LEV	36	HP	5440	MP	9999
EXP	0	AP	0		
GIL DROP	0	GIL STEAL	None		
STR	70	DEF	25	AGL	82
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	99		

	Half		Half		Half
	Half		Invalid		Half

IMM	P.B., M.B., L.C., E.C., A.C.
DEF EFF	Zan. (255)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

ZU



ROC

CHAPTERS			3		5

WHERE FOUND	Mi'ihen Highroad/Bikanel/Bevelle Tower Floors 27-29

LEV	27 [32]	HP	9338 [10805]	MP	112
EXP	730 [1320]	AP	1 [2]		
GIL DROP	164 [340]	GIL STEAL	860 [2500]		
STR	72 [82]	DEF	28	AGL	64 [83]
EVA	11 [19]	ACC	8 [10]	LUCK	0
MAG	118	MAG DEF	10		

	None		None		None
	None		Invalid		None

IMM	Pet., Slp., Drk., Poi., Con., Ber., Cur., Stp., P.B., M.B., Doom, Del., P.I., M.D.
DEF EFF	Dth. (100), Sil. (50), Ejt. (40 [55]), Zan. (14 [26])

DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x2 [Fiery Gleam x1]
RARE DROP	Fiery Gleam x1
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Phoenix Down x1 [Crimson Ring x1]
RARE STEAL	Phoenix Down x1 [Crimson Ring x2]
BRIBE ITEM	Blind Shock x1 [Sublimator x1]
RARE BRIBE	Blind Shock x3 [Sublimator x2]

ZURVAN



IMP

CHAPTERS			3		5

WHERE FOUND	Besaid/Bikanel/Calm Lands/Various

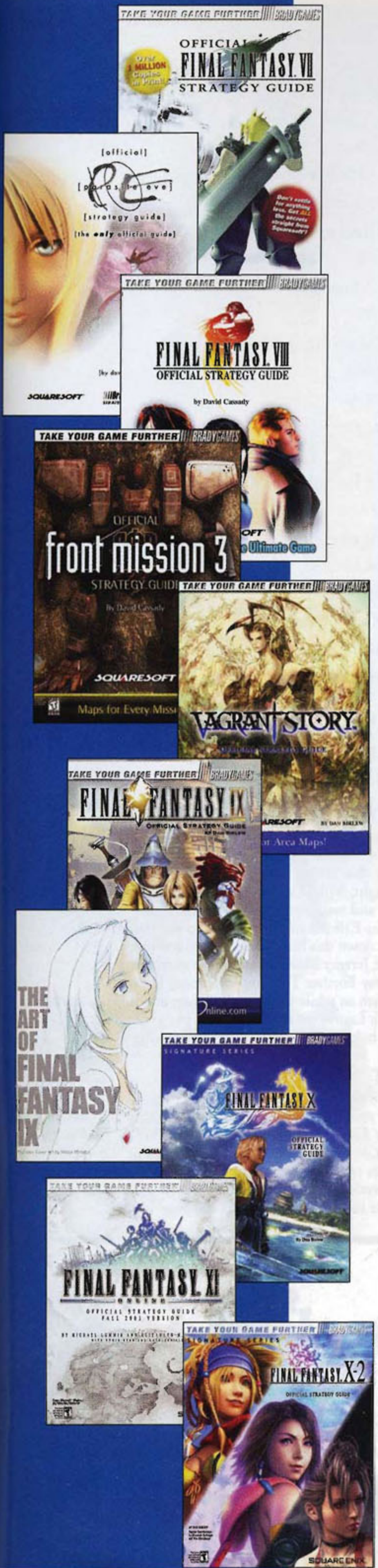
LEV	22	HP	583	MP	310
EXP	88	AP	1		
GIL DROP	70	GIL STEAL	270		
STR	1	DEF	41	AGL	83
EVA	31	ACC	0	LUCK	0
MAG	20	MAG DEF	211		

	Weak		None		None
	None		None		None

IMM	Sil., Con., Cur., Stp., M.B., Doom
DEF EFF	Dth. (70), Pet. (50), Slp. (60), Drk. (20), Poi. (60), Ber. (30), Ejt. (10), Zan. (1)

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Dispel Tonic x1
RARE STEAL	Dispel Tonic x2
BRIBE ITEM	Dispel Tonic x10
RARE BRIBE	Dispel Tonic x12


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X

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FINAL FANTASY X-2

Official Strategy Guide

Dan Birlew

With Special Contributions by
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ABOUT THE AUTHOR

Dan Birlew is the author of 30 videogame books, including expert strategy guides on other Squaresoft and Enix titles such as *Kingdom Hearts, FINAL FANTASY X, FINAL FANTASY Chronicles*, and *The Bouncer*, to name a few. He is a graduate of the University of Texas, still cheers for the Horns every weekend, and spends his spare time beta testing software for several companies. He has been married for 10 years.















FINAL FANTASY X-2

OFFICIAL STRATEGY GUIDE

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Learn the abilities and status bonuses for all 60 Garment Grids. Complete abilities list for all 17 dresspheres—including the special dresspheres!



ALL-INCLUSIVE BESTIARY

Everything you need to know about all the fiends in the game. Each fiend's strengths, weaknesses, and immunities are revealed. Plus, discover which items you can steal or attain by defeating them, including the rare items!

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Looking to master the game completely? No problem! This flowchart reveals all the gameplay decisions and their end results.

TOP-NOTCH BOSS STRATEGY

No boss stands a chance against these powerful, easy-to-follow tactics.

2-SIDED POSTER

Expanded coverage of the Alchemist, Lady Luck, and Gun Mage dresspheres.

COMPREHENSIVE WALKTHROUGH

Successfully travel through the world of Spira without missing a step. Complete every mission and trigger every scene.





MINI-GAMES

All the games within the game are covered in extensive detail. Whether you're looking to become the master at Sphere Break, the best digger in the Bikanel Desert, or the best marksman in the Gunner's Gauntlet, this section has it covered.

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